

---

Subject: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 16:26:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

some of my thinking...

1. If I grasped correctly, AggUpp would need DrawAggData.cpp  
as in Draw DrawRasterData.cpp:

```
#include "Draw.h"
```

```
NAMESPACE_UPP
```

```
struct cDrawRasterData : DataDrawer {  
    int      cx;  
    StringStream  ss;  
    One<StreamRaster> raster;  
    RescaleImage  si;
```

```
    virtual void Open(const String& data, int cx, int cy);  
    virtual void Render(ImageBuffer& ib);  
};
```

```
void cDrawRasterData::Open(const String& data, int _cx, int cy)  
{  
    cx = _cx;  
    ss.Open(data);  
    raster = StreamRaster::OpenAny(ss);  
    if(raster)  
        si.Create(Size(cx, cy), *raster, raster->GetSize());  
}
```

```
void cDrawRasterData::Render(ImageBuffer& ib) //agg image buffer would already contain RLE  
format?  
{  
    for(int y = 0; y < ib.GetHeight(); y++)  
        si.Get(ib[y]);  
}
```

```
INITBLOCK
```

```
{  
    DataDrawer::Register<cDrawRasterData>("image_data");  
};
```

```
void DrawRasterData(Draw& w, int x, int y, int cx, int cy, const String& data)  
{  
    w.DrawData(x, y, cx, cy, data, "image_data");  
}
```

END\_UPP\_NAMESPACE

with changes something like:

```
#include <Draw/Draw.h> //or "AggUpp.h"
```

NAMESPACE\_UPP

```
struct cDrawAggData : DataDrawer {
    int      cx;
    StringStream  ss;
    One<StreamAgg> raster;
    RescaleAggImage  si; //do we need this for agg or extend Render?
```

```
    virtual void Open(const String& data, int cx, int cy);
    virtual void Render(ImageBuffer& ib); //agg sh
};
```

```
void cDrawAggData::Open(const String& data, int _cx, int cy)
{
    cx = _cx;
    ss.Open(data);
    raster = StreamRaster::OpenAny(ss);
    if(raster)
        si.Create(Size(cx, cy), *raster, raster->GetSize());
}
```

```
void cDrawAggData::Render(ImageBuffer& ib)
{
    for(int y = 0; y < ib.GetHeight(); y++)
        si.Get(ib[y]);
}
```

INITBLOCK

```
{
    DataDrawer::Register<cDrawAggData>("agg_image_data");
};
```

```
void DrawAggData(Draw& w, int x, int y, int cx, int cy, const String& data)
{
    w.DrawData(x, y, cx, cy, data, "agg_image_data"); //or "agg_data"
}
```

END\_UPP\_NAMESPACE

2. In general, what kind of data format would we need for agg?

- A. RLE compressed agg\_image\_data as raster (for printing only?) with a difference that we use different Rescale and produce a new ImageBuffer
- B. Kind of WMF - "SVG internal byte compiled" -> w.DrawData(x, y, cx, cy, data, "agg\_svg\_internal\_data");
- C. other - sequence of some commands - what and how?

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [mirek](#) on Mon, 14 Jan 2008 18:00:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:08:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [mirek](#) on Mon, 14 Jan 2008 18:23:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

fudadmin wrote on Mon, 14 January 2008 13:08luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

Who knows. Perhaps we should try to send some actual graphics to printer before making conclusions

Mirek

---

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Mon, 14 Jan 2008 18:43:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Mon, 14 January 2008 18:23fudadmin wrote on Mon, 14 January 2008 13:08luzr wrote on Mon, 14 January 2008 18:00Actually, it would be interesting to discuss whether my "printing RLE" is a good idea or not...

Mirek

IMO, it's a fantastic thing to save bandwidth, time and space (until vector hardware comes to life). Does anyone suspect any cons?

Who knows. Perhaps we should try to send some actual graphics to printer before making conclusions

Mirek

Would you like to say you never tried it?

Couldn't we just assume that, if white (or no color) filled rectangle printing is faster than sending pixels, then it's worth it, could we?

Also, could we save something (time and space?) by using cached agg or svg images with this technique in... let's say future upp web browser?

---

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [fudadmin](#) on Tue, 15 Jan 2008 04:02:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'll try my old agg\_report package a bit later.

---

---

Subject: Re: DrawAggData.cpp and internal AggDrawData formats

Posted by [mirek](#) on Thu, 17 Jan 2008 15:38:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BTW, speaking about it, are you aware about any Cairo vs AGG benchmarks?

Mirek

---