Subject: Draw was added to plugin/png.
Posted by cbpporter on Thu, 20 Nov 2008 13:44:07 GMT
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I just noticed that Draw was added to plugin/png. Is this a good idea?

There are two features which I'm going to need ASAP (read latest by January, so I am very motivated to contribute here):

1. Image formats supported without X11 libs, for a server (this is a X only issue, since AFAIK one can call some GDI API from console windows applications). I haven't' investigated how this can be done, but and obvious solution would be to make an Image that is not dependent on Draw. So adding Draw seems a little counterintuitive. I doubt it is going to be easy to extract the X stuff from draw, so Image should be a better choice.

2. Make i18n text output under X as feature rich as Win32 (which is still pretty weak). I created a HasChar method for font (only X) and am slowly creating the list necessary for static analysis of fonts and the languages they provide. I should have the data available in abut a week and then we can decide which is the best method to determine at runtime the font. I also created a function that returns the script for a unicode character with only a few binary operations and a couple of if's, so I'm going for using that return value as an index for a font list.

Subject: Re: Draw was added to plugin/png.
Posted by mirek on Sun, 23 Nov 2008 09:53:30 GMT
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cbpporter wrote on Thu, 20 November 2008 08:44I just noticed that Draw was added to plugin/png. Is this a good idea?

Well, it is reuired if you want to experiment with .dll builds...

Quote:
1. Image formats supported without X11 libs, for a server (this is a X only issue, since AFAIK one can call some GDI API from console windows applications). I haven't' investigated how this can be done, but and obvious solution would be to make an Image that is not dependent on Draw. So adding Draw seems a little counterintuitive. I doubt it is going to be easy to extract the X stuff from draw, so Image should be a better choice.

Ah, yes. We are discussing this for quite a long time (with Tom). We would absolutely liked X11 independent Draw. It is not so easy, unfortunately....

Mirek