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Subject: DDARasterizer

Posted by [mirek](#) on Sun, 12 May 2013 15:02:44 GMT

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I have added DDARasterizer class to Draw package - it is able to convert lines and polygons to series of vertical and horizontal line segments, using strictly non-antialiased DDA/Bresenham algorithm.

It is intended to e.g. emulate polygon painting when only DrawRect is available.

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Subject: Re: DDARasterizer

Posted by [Zbych](#) on Mon, 13 May 2013 10:02:19 GMT

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Hi,

Gcc 4.4 shows some warnings in DDA code (svn 6059):

```
/home/zbych/upp/uppsrc/Draw/DDARasterizer.cpp: In member function 'void
Upp::DDARasterizer::FatLine(Upp::Point, Upp::Point, int)':
/home/zbych/upp/uppsrc/Draw/DDARasterizer.cpp:110: warning: ISO C++ says that these are
ambiguous, even though the worst conversion for the first is better than the worst conversion for
the second:
/home/zbych/upp/uppsrc/Core/Gtypes.h:148: note: candidate 1: Upp::Point_<double>
Upp::operator*(double, Upp::Point_<double>)
/home/zbych/upp/uppsrc/Core/Gtypes.h:148: note: candidate 2: Upp::Point_<int>
Upp::operator*(int, Upp::Point_<int>)
/home/zbych/upp/uppsrc/Draw/DDARasterizer.cpp:111: warning: ISO C++ says that these are
ambiguous, even though the worst conversion for the first is better than the worst conversion for
the second:
/home/zbych/upp/uppsrc/Core/Gtypes.h:150: note: candidate 1: Upp::Point_<double>
Upp::operator/(Upp::Point_<double>, double)
/home/zbych/upp/uppsrc/Core/Gtypes.h:150: note: candidate 2: Upp::Point_<int>
Upp::operator/(Upp::Point_<int>, int)
S
```

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Subject: Re: DDARasterizer

Posted by [mirek](#) on Tue, 14 May 2013 18:44:26 GMT

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GCC 4.6 was not warning at all; however older version of GCC even ended with error.

Should be fixed now.

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