THE AGG PROJECT

Anti-Grain Geometry

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Version 2.1 Release Notes

The new official version 2.1 is mostly a clean-up of the snapshot of **AGG2**. From now on the names of the archives will be ⟫**agg21.zip** and and ⟫**agg21.tar.gz**, but inside the archives the directory name remains `agg2`.

There are the following changes:

- Changed the formulae of calculculating Alpha in agg_pixfmt_rgba32.h (thanks to Pierre Arnaud). Now it calculates the alpha channel correctly.

- Removed `alpha_type` from pixel format and renderer classes. Now there is a uniform `cover_type` is used in all renderers. However, in pixel format classes it's still defined as `const int8u*`. The reason to do so is that currently pixel format classes can work with 8-bit pixel coverage values only, while cover_type can be potentially different (16 bits). For now cover_type is 8-bit too.

- Removed static method `opaque()` from all color types.

- The interface of the scanline classes is slightly simplified. Method `bool is_ready(int y)` has been removed.

- File `agg_scanline_u8.h` renamed to `agg_scanline_u.h` and file `agg_scanline.cpp` is removed. scanline_u is now a class template parametrized with data type. However, you still use types scanline_u8 and scanline_p8 in the code. See the table of renamings below.

- File agg_matrix.h removed. Class matrix renamed to row_ptr_cache ("matrix" is a lame name for that functionality). Class template row_ptr_cache is now in agg_rendering_buffer.h. See the definition of rendering_buffer.

- Class affine_matrix renamed to trans_affine for the sake of consistency with all other transformers (see table below). Also, the explicit copy constructor and the assignment operators were removed from trans_affine.

- Class viewport renamed to trans_viewport

- Classes gen_nnnnn renamed to vcgen_nnnnn. The abbreviation "vcgen" is "Vertex acCumulating Generator" to distinguish it from "vpgen" that means "Vertex Pass-through Generator".

- Class conv_generator is renamed to conv_adaptor_vcgen. It's used mostly internally, so it shouldn't affect your code.

- Class rasterizer_scanline_aa modified. Now, after rendering you can call min_x(), min_y(), max_x(), max_y() that will tell you the exact bounding box of the rendered path in pixels. It can be useful in some cases.

Renamed and removed files:

Old Name	New Name
include/agg_matrix.h	*removed*
include/agg_affine_matrix.h	include/agg_trans_affine.h
include/agg_scanline_u8.h	include/agg_scanline_u.h
include/agg_scanline_p8.h	include/agg_scanline_p.h
include/agg_viewport.h	include/agg_trans_viewport.h
include/agg_gen_contour.h	include/agg_vcgen_contour.h
include/agg_gen_dash.h	include/agg_vcgen_dash.h
include/agg_gen_markers_term.h	include/agg_vcgen_markers_term.h
include/agg_gen_smooth_poly1.h	include/agg_vcgen_smooth_poly1.h
include/agg_gen_stroke.h	include/agg_vcgen_stroke.h
include/agg_gen_vertex_sequence.h	include/agg_vcgen_vertex_sequence.h
include/agg_conv_generator.h	include/agg_conv_adaptor_vcgen.h
src/agg_scanline_u8.cpp	*removed*
src/agg_affine_matrix.cpp	src/agg_trans_affine.cpp
src/agg_gen_contour.cpp	src/agg_vcgen_contour.cpp
src/agg_gen_dash.cpp	src/agg_vcgen_dash.cpp
src/agg_gen_markers_term.cpp	src/agg_vcgen_markers_term.cpp
src/agg_gen_smooth_poly1.cpp	src/agg_vcgen_smooth_poly1.cpp
src/agg_gen_stroke.cpp	src/agg_vcgen_stroke.cpp

Table 1. Renamed and removed files

Renamed classes and types:

Old Name	New Name
matrix	row_ptr_cache
affine_matrix	trans_affine
rotation_matrix	trans_affine_rotation
scaling_matrix	trans_affine_scaling
translation_matrix	trans_affine_translation
skewing_matrix	trans_affine_skewing
viewport	trans_viewport
gen_contour	vcgen_contour
gen_dash	vcgen_dash
gen_markers_term	vcgen_markers_term
gen_smooth_poly1	vcgen_smooth_poly1

gen_stroke	vcgen_stroke
gen_vertex_sequence	vcgen_vertex_sequence
conv_generator	conv_adaptor_vcgen

Table 2. Renamed classes and types