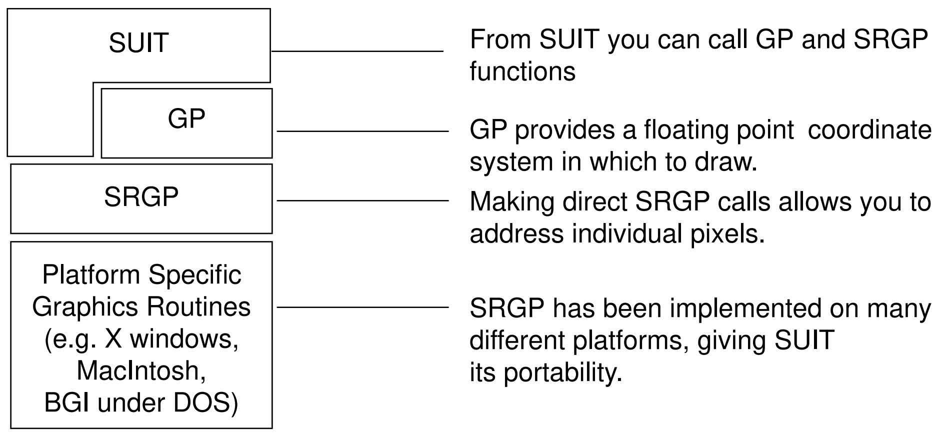
The SUIT Software Layers

Drawing In Pixels: SRGP

In the section describing Windows and Viewports, we make a case against using straight pixel coordinates for widget graphics. Clearly, though, there are occasions where being able to address the screen at the pixel level is appropriate. To do this, you can make function calls directly to SUIT's underlying raster graphics facility, the Simple Raster Graphics Package, SRGP. GP is a "thin veneer" over SRGP that performs the necessary conversion between the floating point numbers that the programmer is using to the integer pixel coordinates that SRGP uses. Below is a diagram that shows the different layers of graphics software that SUIT uses.



Documentation for the SRGP layer is available via anonymous ftp from Brown University (ftp address wilma.cs.brown.edu).