
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [mirek](#) on Thu, 04 Dec 2008 09:22:05 GMT
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Tom1 wrote on Wed, 03 December 2008 11:11Hi,

I ran some more tests on the native mode and discovered that the following should be changed in order to get correct scaling for the images in the native mode too:

1. There should not be switching to native mode and back in the Draw.cpp/Draw::DrawImageOp(). Also, there should not be any Native() translations for the coordinates.
2. The same goes probably for the DrawData.cpp/Draw::DrawDataOp(). No switching to native and back, and no coordinate translations.

Uh oh. DrawImage was the reason we have started all this stuff anyway.

Why do you suggest to throw all of that now?

Note that it is at least supposed to fix those line artifacts problem in the first place.

Mirek
