Subject: Re: Slow image drawing on big images
Posted by mirek on Tue, 29 Jan 2008 18:38:59 GMT

Well, the problem simply is that the image is too big

If cx or cy is bigger than 2000, U++ heurestics decides that you are trying to print it. In that case, "RLE banding and rect compression" algorithm kicks in to reduce the data send to printer and also the amount of memory needed to print -> slow.

The fix is simple - specify the source rectangle. E.g.:

```
struct App : TopWindow {
 Image img;

 virtual void Paint(Draw& w) {
  w.DrawImage(0, 0, img, (Rect)GetSize());
 }

 App() {
  Sizeable().Zoomable();
    img = StreamRaster::LoadFileAny( "e:/fax000000007.tif" );
 }
};


GUI_APP_MAIN
{
 App().Run();
}
```

Mirek