Subject: Re: Slow image drawing on big images
Posted by mirek on Wed, 30 Jan 2008 08:01:25 GMT

mdelfede wrote on Tue, 29 January 2008 17:56WOW, that was a great speed improvement !
Thanx !

Max

EDIT : I need also to implement ZOOM, PAN and a multipage interface. For PAN, no problem, I
can derive from ImageCtrl.
Regarding ZOOM I wonder if there's not a fastest way than rescaling the image on the fly.... Does
the main image paint code provide some stuff for resizing image on the fly, maybe with help of
native code ?
For the multipage stuff I'll look tomorrow on Raster code.

Ciao

Max

IMO, forget about ImageCtrl. It was not designed for this purpose and it is about 20 lines anyway.
Roll your own widget.

For zooming, just use Rescale, it is close to perfect. Also, you might prefer cached variant, use

Image CachedRescale(const Image& m, Size sz, const Rect& src);

or

Image CachedRescalePaintOnly(const Image& m, Size sz, const Rect& src);

PaintOnly means that you do not intent to access the pixel matrix anymore; Draw is then allowed
to free the memory. "Cached" means you can call this function in Paint routine; if source
parameters do not change, Image is restored from the cache.

Mirek