
Subject: Re: Optimized storage of 1BPP images
Posted by [cbpporter](#) on Thu, 07 Feb 2008 14:16:41 GMT
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Quote:

Images are 1728 x 2210 pixels per page, with often tenths of pages... in RGBA mode they're really too big to buffer.

In this case, it would be about 14MB of RAM. Not that much for graphics application. Plus with the method I proposed, you would need another maximum 10 MB for huge resolutions.

Anyway, loading the whole image in RAM is anyway unavoidable IMO, so I would concentrate on performance. In my control, with a zoom level of maximum 800% and huge vectorial images which must be rendered to a buffer, the image size can quickly get out of hand, so I really don't mind 25MB of used RAM.
