
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [Tom1](#) on Fri, 28 Nov 2008 09:23:32 GMT
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I wrote a simple test case that can be used to visualize the problem easily when printing to e.g. Microsoft XPS Document Writer.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class Testcase2 : public TopWindow{

public:
    typedef Testcase2 CLASSNAME;

    Testcase2(){
        Sizeable();
        MinimizeBox();
        MaximizeBox();
        BackPaint();
    }

    void drawimage(Draw &draw){
        Size sz;
        if(draw.IsPrinter()) sz=draw.GetPagePixels();
        else sz=GetSize();

        ImageBuffer ib(sz.cx,sz.cy);
        for(int y=0;y<sz.cy;y++){
            for(int x=0;x<sz.cx;x++){
                ib[y][x]=(RGBA)Color((16*y/sz.cy)<<4,(16*y/sz.cy)<<4,(16*x/sz.cx)<<4);
            }
        }

        Rect rect=draw.GetClip();
        draw.DrawRect(rect,Color(255,255,255));
        Image img(ib);
        draw.DrawImage(0,0,img);
        if(!draw.IsPrinter()){
            draw.DrawText(10,10,"Press 'P' to print...",StdFont(),Color(255,255,255));
            draw.DrawText(10,30,"(This really drains your ink/toner cartridge, so try e.g. Microsoft XPS Document Writer.)",StdFont(),Color(255,255,255));
        }
    }

    void print(){
```

```
PrinterJob *job=new PrinterJob();
if(job){
    if(job->Execute()){
        Draw &draw=job->GetDraw();
        draw.StartPage();
        drawimage(draw);
        draw.EndPage();
    }
    delete job;
}
}
```

```
virtual void Paint(Draw &draw){
    drawimage(draw);
}
```

```
bool Key(dword key, int count){
    switch(key){
        case K_P:
            print();
            return true;
    }
    return false;
}
```

```
};
```

```
GUI_APP_MAIN
{
    Testcase2().Run();
}
```

```
// Tom
```
