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Subject: Re: Draw::DrawImageOp optimization bug

Posted by [rylek](#) on Fri, 28 Nov 2008 12:15:14 GMT

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Hi there!

The 2000 x 2000 block limitation is a problematic old hack I used long ago when I had trouble with GDI processing larger areas at once. Some of it was W98-related and is probably long gone, but a few years ago I encountered the same problem when printing a very large raster-based drawing on an A0 cylinder plotter with not much memory where without piecewise upload the plotter wouldn't print anything at all. Some expertise would evidently help here and the blit routine should be if-ed properly perhaps based on some properties of the output device and/or OS version.

Regards

Tomas

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