Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Fri, 28 Nov 2008 12:27:23 GMT

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rylek wrote on Fri, 28 November 2008 07:15Hi 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.

Actually, I am afraid you are not up-to-date about this one...

This is not the "old Image code" (although it can fix the same problem as byproduct).

Current DrawImage really does something new, the RLE compression. Also, but splitting the process to bands, it should help with memory consumption - e.g. imagine printing some documentation from RichText, where screenshots are usually rescaled to much bigger size. Banding pushes them in bands, means we do not need the memory for the "big" results.

And more, "RLE compression" (detecting uniform color blocks) has the potential to reduce the memory footprint even in the printer.

Mirek