
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [mirek](#) on Sat, 29 Nov 2008 11:54:28 GMT
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luzr wrote on Fri, 28 November 2008 15:02

Well, I have also tried to mitigate the issue by "overpainting" rectangle (adding to height/width), but interestingly that seems to have produced other issues.

- just try to extend values in DrawRect

```
draw.DrawRect(16 * x, 16 * y, 19, 19, flag ? Blue : Red);
```

Frankly, I am in dead end. I believe that the whole issue is just a driver bug, and I do not see any reasonable workaround.

Mirek
