Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Mon, 01 Dec 2008 11:12:31 GMT
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Tom1 wrote on Mon, 01 December 2008 05:25I looked into this problem from another aspect: I shrinked the rectangle by one pixel from each edge. This proved that in the RLE code the edges of the rectangles and sub-images are exactly accurate. What happens in XPS, is that the edges show sub-pixel level inaccuracies that are internal to the XPS. This can be very accurately visualized in XPS Viewer using 5000% zooming. So, it is not U++ fault. XPS Viewer also internally softens the rasters when zooming in, and then another set of problems arise with the rectangles and sub-images: They do not quite fit together with soft and sharp edges side-by-side.

OK, that would mean we should attempt for "overpaint" solution and ignore those weird artifacts?

Quote:
On the other hand, the unrelated problem with uneven colors in Xerox Phaser 6200, might have something to do with color spaces being different for images and vector elements causing weird color effects. I have no proof of this, but still, the printout gets corrected when this optimization is commented out.

Ooops.

Quote:
I suggest an option flag -- maybe even enabled by default -- for skipping the optimization for large images.

Well, that is the last resort solution...

BTW, at least, we should not be afraid to optimize white areas, correct?

Mirek