
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [Tom1](#) on Mon, 01 Dec 2008 11:49:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

After seeing all this happening with basically simple rasters and rectangles, I'm not quite sure anymore what really will happen if even the white areas get optimized... How do they cover the stuff drawn behind those areas to be covered with white?

Of course, if drawing the optimized image starts with a single white DrawRectOp() covering the entire image rect, and then continues by adding the non-white sub-images on top of that should work... but only for OPAQUE pictures.

UPDATE:

Quote:

BTW, it is interesting that those rects are being painted using PatBlt (basically, a pixel-pushing api).

Correct, but: PatBlt uses current brush just like Rectangle and other vector functions with fill capability, so the color mapping mechanism must be the same.

BTW: Is PatBlt more efficient than Rectangle?

// Tom