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Subject: Re: Draw::DrawImageOp optimization bug  
Posted by [mirek](#) on Mon, 01 Dec 2008 11:57:27 GMT  
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Tom1 wrote on Mon, 01 December 2008 06:49After 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.

// Tom

Just a sidenote: I must see stubborn desperately trying to keep this optimization, but:

- some of my existing applications would have troubles without it, this is essential to e.g. printing .jpgs directly to the printer, without the need of rescaling them to 500MB.
- this concept plays an important role in the future, when we will need to print svg pictures. I expect that this will work very well with most bussines oriented graphivs.

I now believe that we can handle artifacts issue, at least on printers.

So the problem now is the color mismatch..

Mirek

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