Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Mon, 01 Dec 2008 12:12:42 GMT

Tom1 wrote on Mon, 01 December 2008 06:49
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.

I would not hope too much that any existing printer driver can really handle non-OPAQUE picture, meanwhile, it should be simple to avoid optimization for them too...

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.
[/quote]

Yes, likely yes.

Quote:
BTW: Is PatBlt more efficient that Rectangle?

I do not believe so. But AFAIK, they are rounded to physical resolution differently. In fact, that is most likely the source of our problem.

Mirek