Subject: Re: Draw::DrawImageOp optimization bug Posted by Tom1 on Mon, 01 Dec 2008 13:37:05 GMT View Forum Message <> Reply to Message

I made a simple test drawing two adjacent 100x100 dots squares filled with the same Color(180,180,0). The first one was an Image and the second was a Rectangle.

For Windows Vista with standard printer driver: I can confirm that the colors do not match on Xerox Phaser 6200. Not even close. The image is much lighter than the rectangle. I tried with ICM (Image color management) enabled and disabled, and with other options: No change.

For Windows XP it first appeared that nothing is different compared to Vista, but after changing a parameter (Color Correction: Press Match = Commercial Press), I got the colors finally to match. (This parameter can not be set for Windows Vista though, so no luck there.)

To sum it up, the color space may indeed be different for raster and vector entities within the same device context. Not a very nice feature from the optimization point of view.

U++ Forum

// Tom

Page 1 of 1 ---- Generated from