
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [mirek](#) on Mon, 01 Dec 2008 13:52:12 GMT
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Tom1 wrote on Mon, 01 December 2008 08:37

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.

Indeed

There are still "rat in the corner" means to overcome it.

The simple one comes to mind is to reuse small(er) uniform color Image to draw rectangles instead. E.g. something like 16x16 block.

Either tile it or stretch it.

Damn it. And I thought that the issue is solved, years ago

Mirek
