
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [mirek](#) on Tue, 02 Dec 2008 18:15:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update:

I have performed the first test on my brand new Epson SX100 - and the result is perfect, without any changes to the code

Anyway, I plan to do this:

- print in printer resolution, increased to be <1000dpi (that should solve the "division lines" problem)
- only optimize out white areas (non-matching color problem)

I now think that I will add to Draw something like:

```
Pointf BeginNativeResolution();  
void EndNativeResolution();
```

with Pointf containing constants to convert from dots to native pixels.

Mirek
