Subject: Re: Draw::DrawImageOp optimization bug
Posted by Tom1 on Tue, 02 Dec 2008 20:16:21 GMT

Hi Mirek,

I'm not quite sure what you mean by "increased to be <1000dpi". Anyway, I think those changes will increase usability of both old printers and the yet to be published ones. I hope you make the pixels square (horizontal dpi = vertical dpi) even in the native resolution mode when the native pixels are not square. Otherwise, I suggest a flag for requesting square pixels in the call to BeginNativeResolution(bool useSquarePixelsFlag).

I will test it and report the results as soon as I get your solution from the SVN.

(Off the record: I did some testing today to print the RLE rectangles with StretchDIBits() and the results were pretty promising, but not quite perfect. 1x1 pixel source raster does not work correctly. It needs to be at least 1x2 for some reason. There were also still slight coverage problems with XPS when zoomed out -- although not nearly as bad as with rectangles.)

Thanks and regards,

Tom