
Subject: Re: Draw::DrawImageOp optimization bug
Posted by [Tom1](#) on Wed, 03 Dec 2008 14:36:20 GMT
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Mirek,

One more thing: `GetPagePixels` returns the size as 600 dpi dots now even in the native mode. It would be very helpful if it returned the pixels according to the current addressing mode, i.e. native or dots mode.

Update: Also, would it be possible to return the currently effective DPI by the `GetPixelsPerInch()` in the same way? This would simplify using the same code for both printing and screen view.

Update 2: The code required for these:

`Draw.h`, Add/Change:

`Size` `pageDots`;

```
Size GetPagePixels() const { return native?pagePixels:pageDots; }  
Size GetPixelsPerInch() const { return native?nativeDpi:inchPixels; }
```

`DrawWin32.cpp`, Change:

```
void Draw::LoadCaps() {  
    ...  
    pageDots = pagePixels = GetSizeCaps(HORZRES, VERTRES);  
    ...  
}
```

...

```
void PrintDraw::InitPrinter()  
{  
    ...  
    pageDots.cx = 600 * pagePixels.cx / nativeDpi.cx;  
    pageDots.cy = 600 * pagePixels.cy / nativeDpi.cy;  
    ...  
}
```

// Tom
