Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Thu, 04 Dec 2008 10:36:49 GMT
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Yes, thinking about the issue, I have came to the same conclusion.

The key is to do Native conversion only if BeginNative was called for the first time.

Interesting question is whether we should add such logic directly into "Native" conversion methods.

Something like:

return native == 1 && inchPixels != nativeDpi ? iscale(x, nativeDpi.cx, 600) : x;

What do you think? Maybe it is a little bit too 'automatic', but I do not really see any flaws (yet

The logic of Native methods then could be described as "what was your value before BeginNative now gets converted to the value you need inside BeginNative-EndNative block".

Mirek