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Subject: Re: Draw::DrawImageOp optimization bug  
Posted by [Tom1](#) on Thu, 04 Dec 2008 12:09:23 GMT  
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Yes, this would mean the 'if(native==1)' testing in DrawImage / DrawData.

I must emphasize that switching to native in DrawImage/DrawData is not required at all unless you wish to put back the SetSurface (::SetDIBitsToDevice) based image printing to Image::Data::Paint().

// Tom

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