Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Thu, 04 Dec 2008 14:53:04 GMT
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Tom1 wrote on Thu, 04 December 2008 07:09Yes, 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

I believe we still might need it to overcome horizontal line artifacts.

And the quality should be now better, as Image is rescaled just once, directly to printer resolution.

Anyway, DrawImage/Data fixed.

Mirek