Subject: Re: Draw::DrawImageOp optimization bug Posted by Tom1 on Thu, 04 Dec 2008 15:07:10 GMT

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luzr wrote on Thu, 04 December 2008 16:53

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, Drawlmage/Data fixed.

Mirek

Doing image rescaling just once in dots mode is a very good reason indeed for your approach, I agree.

What about GetPagePixels and GetPixelsPerInch updates? Can you throw them in? I assume nobody currently using them would expect to get different values from them than what the currently active coordinate space uses.

Thanks,

Tom