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Subject: Painter.DrawImage bug

Posted by [unodgs](#) on Wed, 20 Jan 2010 13:07:46 GMT

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I used ChPaint to paint the image. It works ok when using it directly in Paint method, but using it through the Painter rasterizer it gives different (wrong) results.

PS: It looks like Painter's DrawImage instead of drawing part of image (like in this line - we should see only a top left img's rectangle of size cx and cy)

```
w.DrawImage(0, 0, cx, cy, img, RectC(0, 0, cx, cy));
```

it scales down the whole image to a cx and cy size.

Here's the screenshot and the test case:

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### File Attachments

- 1) [painter.png](#), downloaded 1103 times
  - 2) [PainterBug.7z](#), downloaded 664 times
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