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 diretly 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)

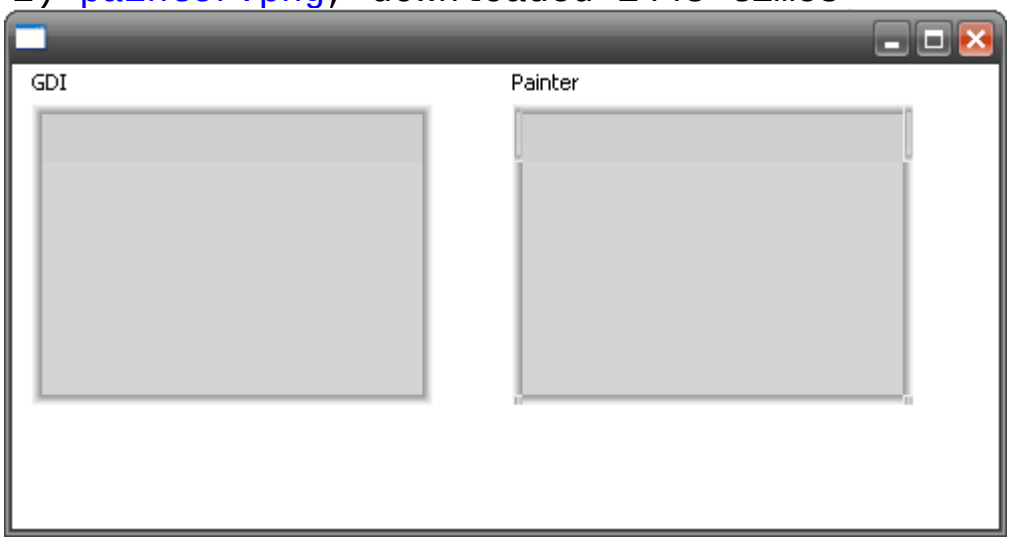
w.DrawImage(0, 0, cx, cy, img, RectC(0, 0, cx, cy));

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

Here's the screenshot and the test case:

File Attachments

1) painter.png, downloaded 1443 times



2) PainterBug.7z, downloaded 755 times