Subject: Re: Painter.DrawImage bug
Posted by mirek on Sun, 24 Jan 2010 21:27:35 GMT

unodgs wrote on Wed, 20 January 2010 08:07I 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.

Ah, stupid leftovers... Looks I will have to develop the correct clipping there...

Mirek