
Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by [kohait00](#) on Wed, 30 Mar 2011 08:58:15 GMT
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swapping the hotspots when mirroring is not so good, since it generates a 'negative' Rectangle.

i'd vote for simply keep the hotspots where they are, since it's actually a 'visual' mirroring, not a functional.

color mask is same..
so here are the changes left

```
@@ -138,6 +138,8 @@ Image ColorMask(const Image& src, Color key)
    *t++ = *s;
    s++;
}
+ ib.SetHotSpot(src.GetHotSpot());
+ ib.Set2ndSpot(src.Get2ndSpot());
    return ib;
}
```

```
@@ -586,6 +588,8 @@ Image MirrorHorz(const Image& img)
    e--;
}
}
+ ib.SetHotSpot(img.GetHotSpot());
+ ib.Set2ndSpot(img.Get2ndSpot());
    return ib;
}
```

```
@@ -604,6 +608,8 @@ Image MirrorVert(const Image& img)
    e++;
}
}
+ ib.SetHotSpot(img.GetHotSpot());
+ ib.Set2ndSpot(img.Get2ndSpot());
    return ib;
}
```