
Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by [kohait00](#) on Sun, 17 Apr 2011 12:32:08 GMT
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sorry i meant ColorMask, where they can be kept as is as well.

i am not that much in that stuff, maybe its good though i can see from the mere user perspective..

my point, so far i could grasp it, is this: as long as the function only changes the value of the pixels themselves (or only copies them) hotspots can be kept. the easy solution could be: as soon as the dimensions of an image are changed, hotspot info is gone. mirroring is actually sth in between.

in ImageOp.cpp, there now these functions, which dont handle hotspot (AFAIK):
Copy, Sharpen, Etched, RotateClockwise, anticlockwise, rotate180, Rotate, Magnify..DstSrc,
DstSrcOp, Over, OverStraightOpaque, Crop.

i agree that it cant be solved the perfect way, for both mouse cursor and image stretching.
