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Subject: Re: DrawData and StoreImageAsString, how?

Posted by [mirek](#) on Mon, 12 Jun 2006 13:18:04 GMT

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fudadmin wrote on Mon, 12 June 2006 07:17luzr wrote on Mon, 12 June 2006 10:59

You can make it work by registering specific format for it (just like we will be registering AGG format).

Mirek

Why to register new format if I'm using upp native RGBA?

Edit:

P.S. What formats are "image" and "image-data"?

OK, I owe you an extensive explanation I guess...

This is not about pixel format. This is more about rendering a complex data - those data can be anything, not only the array of pixels. The only specific is that the intermediate "result" of drawing operation, as defined by DataDrawer, must be the Image band (as required by "Render" method).

There is no "image" format, only "image-data" (AFAIK . This "image-data" is encoded image - it can be in any "file-format" currently supported by any plugin, e.g. BMP or PNG or JPG.

Now the advantage here is that this way, when creating a Drawing (e.g. Report), you can store the raster data in original, often compressed, form. This can be quite significant advantage as it can save tens of MBs in Drawing. And, as I have mentioned before, drawing to printer can and is optimized so that it works by bands and optimizes output by "RLE" - detecting significant areas of uniform colors and printing them using simple DrawRect. I believe that such areas are quite common in non-photo printouts.

Frankly, I have added this interface when dealing with one of my apps that stores and prints scanned documents. Then I have realized that this is the ideal tool to cope with sw renderers as well.

Mirek

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