Subject: Re: How to use RLE compression to print a series bmp images?
Posted by fudadmin on Mon, 12 Jun 2006 19:43:27 GMT
View Forum Message <> Reply to Message

luzr wrote on Mon, 12 June 2006 17:26fudadmin wrote on Mon, 12 June 2006 11:03Ok, then, forget agg. Let's say how is it possible to save bandwidth when printing a series bmp images? Use RLE compression?

I am sorry I have confused you with "RLE" term... It is rather "RLE-like"...

DrawData performs this automatically. Just see DrawData.cpp.

Note: I plan to provide similar optimization for all images scaled up for printer. At the moment, it is ToDo...

Note2: Maybe this "RLE-like compression" looks stupid, but it is already tested in practice and works indeed very well...

Note3: Please really do make a look at DrawData.cpp, DrawDataOp. It will save a lot of time and posts

Mirek

1. to Note2 - please don't have any impressions that I suspect your ideas stupid. Quite opposite. I want to learn the best parts of your programmers thinking (if not all...).

2. Are you talking about an alternative to png and jpg image format?

3. As I understand from DrawDataOp, it goes "fishing" for one color rectangles (bigger than something) and then outputs them with DrawRect (hardware accelerated) while "to small to bother" - "hardware not digestive" other areas are optimally "rectangalized" into image rectangles and pumped as RGBA pixels?
(Just can't find where palette colors come into game...)

this is at least what I think would be effective...