Subject: Re: How to use RLE compression to print a series bmp images?
Posted by mirek on Mon, 12 Jun 2006 20:05:32 GMT
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fudadmin wrote on Mon, 12 June 2006 15:43

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...

Well, finally gettin somewhere

JPG and PNG do not play a big role here. Perhaps you are confused by the fact that at the same time, the only registered data format is "file-format", which covers JPG and PNG, however, this is helpful in storing the image to Drawing and in fact, data can by anything - software rendering recording being the very important option.

Pallette colors are least useful thing here - printers are never palette devices. IMHO, it is best to feed the full 24-bit color to printer in any case and let printer driver decide the best way of rendering it. Note also that a lot of printers are actually 24-bit color inkjets....

What I believe does help however is detecting those uniform color areas. E.g. while printing those scanned B&W documents (my major testcase), it reduces the amount of data send to printer driver by 80%.

Mirek