
Subject: Re: 2020.2 'upcoming'

Posted by [Tom1](#) on Wed, 07 Oct 2020 12:23:35 GMT

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Hi,

I have not been printing in a while and now I just found myself in trouble with it. Here's a testcase:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

GUI_APP_MAIN
{
    PrinterJob job;
    if(job.Execute()){
        Draw &draw=job.GetDraw();

        draw.StartPage();
        draw.BeginNative();

        Size size=draw.GetPagePixels();
        Size DPI=draw.GetPixelsPerInch();

        Rect drawrect=size;
        PaintingPainter dp(size);

        dp.Clear(White());
        dp.Move(0,0);
        dp.Line(size.cx,size.cy);
        dp.Stroke(3,Black());
        dp.Move(0,size.cy);
        dp.Line(size.cx,0);
        dp.Stroke(3,Black());
        dp.Move(0,0).Line(size.cx,0).Line(size.cx,size.cy).Line(0,size.cy).Line(0,0);
        dp.Stroke(3,Black());

        dp.Circle(size.cx/2,size.cy/2,min(size.cx,size.cy)/2).Stroke(2,Black());

/* // It nearly works via ImageBuffer
    ImageBuffer ib(size);
    BufferPainter w(ib);
    w.Paint(dp.GetResult());
    draw.DrawImage(0,0,Image(ib));
*/
    // But clearly fails via direct DrawPainting
    draw.DrawPainting(drawrect,dp.GetResult());
```

```
draw.EndNative();  
draw.EndPage();  
}  
}
```

Using DrawPainting results in a catastrophic mess. DrawImage is just a little bit 'edgy' on PDF prints, but just fine on laser printer.

I guess this issue has been around at least since 2020.1.

Best regards,

Tom
