Subject: Maximum images size in QTF
Posted by mubeta on Mon, 29 Mar 2021 18:53:16 GMT
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After a long time that I use a program compiled with U++ 13664, and that since then I print QTF documents that always contain the same images, never modified, for about 5 days now, the same images were no longer printed.
I thought it was an error due to unintentional code changes, but after debugging almost all of the "Draw" and "PrinterJob" packages, I only undertstood that the method "DrawImageOp" loop recursively a big amount of times, with no results. Then even after reinstalling the same U++ 13664 package from new, the problem was not solved, until I then did not reduce the pixel size of the images.

2 questions:
a) what is the maximum pixel limit for images in QTF documents?
b) Does the U++ code contain parts of artificial intelligence, capable of deciding for itself until what day to function in a way, and then change?

Thanks.

Subject: Re: Maximum images size in QTF
Posted by mirek on Sun, 04 Apr 2021 14:13:40 GMT
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There is a bit more logic involved when printing a big image in an attempt to reduce the bandwidth there is sort of RLE compression step that leaves out parts of image that have single color.

I remember fixing something there a while ago; can you try with trunk first?

If it still does not work, testcase would be handy, but I can manage without.

Or you can actually try around Draw/Draw.cpp:156 to replace IsPrinter with false and report results... (that is not a fix, just test whether the problem is caused by that RLE compression).

Mirek

Subject: Re: Maximum images size in QTF
Posted by mubeta on Wed, 07 Apr 2021 07:22:06 GMT
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I would like to help you. I keep one of these problematic QTF file, but in fact today all the prints are succeeded, so I can't test your suggestion.
I also had the doubt that the problem was in some compiled file, not updated and remained old, since then I have also deleted and rebuilt the "out" folder of U++, but I also modified the files by deleting the large images. In short, I can no longer simulate the problem that, as I said, did not

happen in the past. Perhaps it was something independent of the source code.