

---

Subject: Painter.DrawImage bug  
Posted by [unodgs](#) on Wed, 20 Jan 2010 13:07:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I used ChPaint to paint the image. It works ok when using it directly in Paint method, but using it through the Painter rasterizer it gives different (wrong) results.

PS: It looks like Painter's DrawImage instead of drawing part of image (like in this line - we should see only a top left img's rectangle of size cx and cy)

```
w.DrawImage(0, 0, cx, cy, img, RectC(0, 0, cx, cy));
```

it scales down the whole image to a cx and cy size.

Here's the screenshot and the test case:

### File Attachments

---

- 1) [painter.png](#), downloaded 883 times
  - 2) [PainterBug.7z](#), downloaded 543 times
- 

---

Subject: Re: Painter.DrawImage bug  
Posted by [koldo](#) on Wed, 20 Jan 2010 14:09:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry Uno

What is ChPaint for ?

Best regards  
Koldo

---

---

Subject: Re: Painter.DrawImage bug  
Posted by [andrei\\_natanael](#) on Wed, 20 Jan 2010 15:47:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

koldo wrote on Wed, 20 January 2010 16:09 Sorry Uno

What is ChPaint for ?

Best regards  
Koldo  
Chameleon Paint?

---

---

Subject: Re: Painter.DrawImage bug  
Posted by [koldo](#) on Wed, 20 Jan 2010 15:50:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

andrei\_natanael wrote on Wed, 20 January 2010 16:47koldo wrote on Wed, 20 January 2010 16:09Sorry Uno

What is ChPaint for ?

Best regards  
Koldo  
Chameleon Paint?  
Ah!

Up to now Painter DrawImage has worked for me well, but without using Chameleon.

Best regards  
Koldo

---

---

Subject: Re: Painter.DrawImage bug  
Posted by [mirek](#) on Sun, 24 Jan 2010 21:27:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

unodgs wrote on Wed, 20 January 2010 08:07I used ChPaint to paint the image. It works ok when using it directly in Paint method, but using it through the Painter rasterizer it gives different (wrong) results.

PS: It looks like Painter's DrawImage instead of drawing part of image (like in this line - we should see only a top left img's rectangle of size cx and cy)

```
w.DrawImage(0, 0, cx, cy, img, RectC(0, 0, cx, cy));
```

it scales down the whole image to a cx and cy size.

Ah, stupid leftovers... Looks I will have to develop the correct clipping there...

Mirek

---

---

Subject: Re: Painter.DrawImage bug  
Posted by [mirek](#) on Mon, 25 Jan 2010 19:21:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Implemented. Both Images now look identical.

---

---

Subject: Re: Painter.DrawImage bug  
Posted by [unodgs](#) on Mon, 25 Jan 2010 22:34:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Mon, 25 January 2010 14:21Implemented. Both Images now look identical.  
Yes, they do Thanks!

---