Subject: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Tue, 14 Dec 2010 10:22:42 GMT
View Forum Message <> Reply to Message

some ImageOp functions, i.e. Colorize, will ignore the hotspots when copying the image data.
is it meant like that?

use case is:
i am playing with style and colorizing current style CtrlsImg::iml() using the Colorize funtction (and a helper) works pretty fine, but hotspots are gone..
any hints on that?

same case applys to

ColorMask
AssignAplha
Equalight
Grayscale
Colorize
Contrast
MirrorHorz
MirrorVert

these are functions that dont change size of the image, and could keep the hotspots

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Tue, 14 Dec 2010 16:41:29 GMT
View Forum Message <> Reply to Message

i've edited the functions, maybe someone can analyze this and of not otherwise problematic put it upstream..

File Attachments
1) ImageOp.cpp, downloaded 546 times

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by mirek on Sat, 25 Dec 2010 19:43:10 GMT
View Forum Message <> Reply to Message

I have added some. I think Mirror should have them swapped, also ortogonal rotations should have them rotated - have not done it yet.

Mirek

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Sun, 26 Dec 2010 08:48:07 GMT
View Forum Message <> Reply to Message

i'll take a look and post the changes left..thanks

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Wed, 30 Mar 2011 08:58:15 GMT
View Forum Message <> Reply to Message

swapping the hotspots when mirroring is not so good, since it generates a 'negative' Rectangle.

i'd vote for simply keep the hotspots where they are, since it's actually a 'visual' mirroring, not a functional.

color mask is same..
so here are the changes left

```
@@ -138,6 +138,8 @@ Image ColorMask(const Image& src, Color key)
    *t++ = *s;
   s++;
  }
+ ib.SetHotSpot(src.GetHotSpot());
+ ib.Set2ndSpot(src.Get2ndSpot());
  return ib;
 }

@@ -586,6 +588,8 @@ Image MirrorHorz(const Image& img)
    e--;
   }
  }
+ ib.SetHotSpot(img.GetHotSpot());
+ ib.Set2ndSpot(img.Get2ndSpot());
  return ib;
 }

@@ -604,6 +608,8 @@ Image MirrorVert(const Image& img)
    e++;
   }
  }
+ ib.SetHotSpot(img.GetHotSpot());
+ ib.Set2ndSpot(img.Get2ndSpot());
  return ib;
 }
```

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by mirek on Sun, 10 Apr 2011 12:03:42 GMT
View Forum Message <> Reply to Message

kohait00 wrote on Wed, 30 March 2011 04:58swapping the hotspots when mirroring is not so good, since it generates a 'negative' Rectangle.

i'd vote for simply keep the hotspots where they are, since it's actually a 'visual' mirroring, not a functional.

I disagree. Hotspots itself are "visual" as well. Just copying them is no better than ignoring them.

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Sun, 10 Apr 2011 13:57:40 GMT
View Forum Message <> Reply to Message

what do you suggest? sth *should* be done with the hotspots.
at least with Colorize()..

in what 'way' are the hotspots visible? i always thought it makes its appearance in stretching on buttons and the like only..

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by mirek on Sat, 16 Apr 2011 18:50:27 GMT
View Forum Message <> Reply to Message

kohait00 wrote on Sun, 10 April 2011 09:57what do you suggest? sth *should* be done with the hotspots.
at least with Colorize()..

Well, Colorize transfers hotspots.

Frankly, I do not think this issue is that much important. But I agree it should be sorted out for completness.

Quote:
in what 'way' are the hotspots visible? i always thought it makes its appearance in stretching on buttons and the like only..

That makes them visible, does not it?

Mirroring image and leaving hotspot in the same place yields invalid results for stretching.

Needless to say, there is no good solution for this anyway, because hotspots can be used for mouse cursors too, so we cannot both fix 'negative rectangle' issue and mouse cursor hotspot...

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Sun, 17 Apr 2011 12:32:08 GMT
View Forum Message <> Reply to Message

sorry i meant ColorMask, where they can be kept as is as well.

i am not that much in that stuff, maybe its good though i can see from the mere user perspective..

my point, so far i could grasp it, is this: as long as the funciton only changes the value of the pixels themselves (or only copies them) hotspots can be kept. the easy solution could be: as soon as the dimensions of an image are changed, hotspot info is gone. mirroring is actually sth in beween.

in ImageOp.cpp, there now these functions, which dont handle hotspot (AFAIK):
Copy, Sharpen, Etched, RotateClockwise, anticlockwise, rotate180, Rotate, Magnify..DstSrc, DstSrcOp, Over, OverStraighOpaque, Crop.

i agree that it cant be solved the perfect way, for both mouse cursor and image stretching.

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by mirek on Sun, 17 Apr 2011 19:46:00 GMT
View Forum Message <> Reply to Message

OK, ColorMask fixed.

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by mirek on Sun, 17 Apr 2011 19:49:02 GMT
View Forum Message <> Reply to Message

Sharpen and Etched have nasty implementation problem w.r.t. hotspots copy, that could not be solved easily. I believe it is not worth the effort...

Subject: Re: BUG? ImageOp's not HotSpot aware
Posted by kohait00 on Mon, 18 Apr 2011 06:27:51 GMT
View Forum Message <> Reply to Message

thats alright. the most cases a user would dare to utilize are fixed. thanks for your patience