

Re: TransparentBlt() limitation?

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<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.gdi/2004-03/0139.html>

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Transparency is a tricking issue. Most likely it's not supported by printer drivers. So GDI has to break it down to transparent and opaque areas and only sending down the opaque ones.

For your problem, it's possible that GDI fails to allocate the memory needed for the break down. The memory buffer may be needed in device resolution which may be huge.

Solution:

- 1) Break large bitmap into bands.
- 2) Implement your own TrasparentBlt for printing path.
- 3) Change to use raster operation. But this may not work on Postscript printers.

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