

FAQ: What is the purpose of the BitmapViewer control?

The **BitmapViewer** control is pretty much the same as the ImageViewer control, but it works with GDI+ Images and Bitmaps instead of AtalaImage images. If you are using GDI+ images, you can use this control. Also, if you are working with metafiles, the GDI+ Image object can handle those much better than the AtalaImage which will convert it to a raster format. The BitmapViewer makes for a great metafile viewer. You can scale the image, magnify it, and have access to all the mouse tools that the ImageViewer has. That is because both the ImageViewer and BitmapViewer derives from the abstract Viewport control.

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