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Subject: Re: Draw stuff

Posted by [mirek](#) on Fri, 01 Feb 2008 21:42:27 GMT

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Indio wrote on Fri, 01 February 2008 15:38I wanted to try out the way you mentioned, but there is something I don't understand. If I define the ImageBuffer ib(height, width) locally in the LoadImage( ), then everything is fine. But If I do this as a member value, then "no match for call to `(Upp::ImageBuffer) (int&, int&)" . height and width are also member values.

Hard to say without seeing the code.

Post it please.

Mirek

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