Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed
Posted by amit on Thu, 29 Nov 2007 23:28:46 GMT

mrjt wrote on Thu, 29 November 2007 18:46I can't get that code to compile in GCC, but my best guess is that logo is an ImageBuffer - When DrawImage is called it converted to an Image and this clears the ImageBuffer so that next Refresh it is empty.

Try changing logo to an Image and doing:

ImageBuffer ib(150,30);
RGBA *pixel = ~ib;
...
logo = ib;

James

    thats exactly what it was ... it perfectly solved the problem .... thanks a lot, the change made were exact ... but why does it clears the ImageBuffer in DrawImage()?? let me guess , it is a trade off for performance and stuff?? that works perfectly fine with me (off course it would be fine ... there is another 'clean' method of doing my requirement)

thanks a lot ... i was using ImageCtrl as a solution but there were some side effect as ImageCtrl is a control itself and hence did not behave like the rest of surface client on mouse functions.

the final code is:

Image logo; // changed form ImageBuffer logo; (in the .h main class)

/////////////< --
--- --------------------------logo stuff start
ImageBuffer ib = ImageBuffer(150,30); // changed
RGBA *pixel = ~ib; // or (... = ib) //changed
byte *raw_image_data = (byte *)logo_hex_data;
for(int i=0; i<150*30; i++)
{
pixel->a = 255;
pixel->r = *raw_image_data++;
pixel->g = *raw_image_data++;
pixel->b = *raw_image_data++;
pixel++;
}
ib.SetKind(IMAGE_OPAQUE); // changed

logo = ib; // changed

//////////< --
--- ---------------------------------------logo stuff end

one more help ... just wanted to know the exact reason why DrawImage() clears ImageBuffer