Hi all!

I'm newbie with ultimate++ and I have got a little problem with drawing.

I'd like to draw a simple image on the GUI. Where's the error in the following source?

```
 //------------------------------------------------------- --

ImageBuffer ib( 128, 128 );

for( int y = 0; y < 128; y++) {
     RGBA *l = ib[ y ];
     for( int x = 0; x < 128; x++) {

         // in picture[ ][ ] there is the image
         l->a = 255;
         l->r = picture[ y ][ x ];
         l->g = picture[ y ][ x ];
         l->b = picture[ y ][ x ];
         l++;
     }
}

// Premultiply ( ib );  according to the example, this line is needed, but the compiler gives an error
-> the example is not perfect

Image proba_image = ib;
```
I guess so far the stuff is good

```
 //------------------------------------------------------- ----------

void MyDraw (  )
{
     ImageDraw idraw( 128, 128 );
     s.Paint( idraw );   //  s is one of the Splittes, I divided the main window
}

 //------------------------------------------------------- ----------

void Paint ( Draw& w )
{
   if ( imageLoaded ) // this is true, when the picture is loaded into the memory ( this happens )
   {
       Image img = proba_image;   // this works
```

```
      w.DrawRect ( 10, 10, 128, 128, White );
      w.DrawImage ( 10, 5, img );
   }

   // Refresh(  ); the stuff dies, when this line is active

}

  //---------------------------------------------------- ----------
```

MyDraw() is called in a proper place, after the image is loaded. But, as a result, nothing happens, the image doesn't apppears on the GUI.

Can you help me in this problem? Thanks in advance!