
Subject: Re: Draw stuff

Posted by [mrjt](#) on Fri, 01 Feb 2008 10:19:45 GMT

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Try this:

```
// Member variables
Image proba_image;
```

```
void LoadImage()
{
    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 );
    proba_image = ib;
}
```

```
void Paint ( Draw& w )
{
    w.DrawRect ( GetSize(), White );
    w.DrawImage ( 10, 5, proba_image );
}
```

- I can't think of any reason for MyDraw, what are you trying to achieve?
- The original problem may have been declaring proba_image locally, not as a memeber variable, so that it went out of scope.
- You don't need the imageLoaded flag. It is perfectly safe to draw an empty image, or you can use Image::IsEmpty();
- You probably don't need the picture[] array. You could either read whatever data it is directly into an ImageBuffer or if it is an image file load it directly.
- Premultiply is probably necessary. If the compiler complains then your version of uppsrc may be older than the example (though I'm not sure how that could happen).

Edit: Also it would be helpful if you could use a more descriptve title for new threads. Everything in this topic is 'Draw Stuff'

Hope that helps.

