
Subject: Re: Draw stuff

Posted by [Indio](#) on Fri, 01 Feb 2008 20:38:46 GMT

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I 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.
