
Subject: Re: Draw stuff

Posted by [Indio](#) on Fri, 08 Feb 2008 15:02:10 GMT

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If I try like this, I only get the final image of the iteration. The images created from the results of the midsteps aren't shown.

It's only a test example.

```
int it;
Splitter splitter;
ImageCtrl outImgctrl;
```

```
Constructor( )
{
    it = 1;
    splitter.Add(outImgctrl);
}
```

```
void Start( )
{
    int itMaxNumber = 40;

    while( it < itMaxNumber )
    {
        MyDraw( );
        it++;
    }
}
```

```
void MyDraw( )
{
    ImageBuffer imgb(128, 128);

    for( int i = 0; i < 128; i++ )
    {
        RGBA *I = imgb[i];
        for( int j = 0; j < 128; j++ )
        {
            // draws a line moving downwards
            if ( it == i )
            {
                I[j] = Black( );
            }
            else
                I[j] = White( );
        }
    }
}
```

```
outImgctrl.SetImage( imgb );  
Refresh( ); // needed? what's for?  
}
```

What's wrong with this?
