
Subject: Re: Rescale and copy area of source image into an area of dest image

Posted by [mdelfede](#) on Mon, 03 Mar 2008 16:52:05 GMT

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well, partly solved... the bug was not here... for others interested in using Image and Imagebuffer, beware :

```
ImageBuffer buf;  
Draw d = .....  
.....  
.....  
d.DrawImage(buf, .....)
```

will **not** work, or better, it'll work ONCE.

DrawImage expects an Image& parameter, so buf is converted on the fly onto Image object, loosing its content due to destroy-on-copy behaviour.

The correct code is :

```
ImageBuffer buf;  
Draw d = .....  
.....  
.....  
Image img = buf;  
d.DrawImage(img, .....)  
buf = img;
```

quite un-intuitive, indeed. It would be much better to have a different version of DrawImage with an ImageBuffer & as first parameter. Also, allowing such automatic type conversion on objects that have the destroy-on-copy semantics can lead to subtle bugs...

Ciao

Max