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
View Forum Message <> Reply to Message

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 Drawlmage 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