Subject: Re: bug in ImageBuffer::Line() and operator[] Posted by mdelfede on Sun, 09 Mar 2008 21:46:27 GMT

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luzr wrote on Sun, 09 March 2008 22:28mdelfede wrote on Sun, 09 March 2008 16:21AFAIK ImageBuffer::Line[] (and consequently operator[]), which should return a writeable RGBA* do pick the ImageBuffer container

wiping its contents.

That makes Line() and operator[] quite useless....

Ciao

Max

I doubt it. Many things would not work if that would be the case...

Mirek

Uhmmm... I'll check it more in depth.... Somewhere my ImageBuffer is loosing its contents; it seemed to me that was just before getting RGBA pointer, but I may be wrong.

EDIT: Sorry for the wrong bug.... It was again the implied conversion between ImageBuffer and Image which wiped ImageBuffer.

I think we should really add Draw::DrawImage(ImageBuffer...) variants OR at least have some sort of message telling that ImageBuffer was picked.

Max