
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

Uhhmm... 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
