
Subject: Re: bug in ImageBuffer::Line() and operator[]

Posted by [mirek](#) on Mon, 10 Mar 2008 08:36:37 GMT

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mdelfede wrote on Sun, 09 March 2008 17:46luzr 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

I think the main problem here is that it is too easy to use ImageBuffer outside of its domain.

Originally, this was only meant to be used as local variable to create or alter Image. In that scenario there are little problems... Conversion from/to Image is very fast. However, DrawImage for ImageBuffer would be quite slow.

Mirek
