
Subject: Re: bug in ImageBuffer::Line() and operator[]
Posted by [nixnixnix](#) on Wed, 16 Apr 2008 01:05:02 GMT
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Hi Mirek,

Did something change recently in the behaviour of Image?

I have some code which used to work fine (I just checked with an old executable) but now its broken.

I'm getting an error that data=zero when I pass a pointer to an object containing an Image to a new Thread for processing. If I choose to run the static function in the same thread its fine (but obviously I dont want to do that as its clunky) but if I spawn a new thread I can access all other properties of my object except the Image member's data.

Nick
