
Subject: Re: bug in ImageBuffer::Line() and operator[]
Posted by [nixnixnix](#) on Thu, 17 Apr 2008 19:40:05 GMT
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Is there any reason you can think of that the first line below would result in accessing an Image member with no data whilst the second call would work fine? (both versions did work at one point)

```
Thread().Run(callback4(&RasterLayer::MakeImageRasterAsThreadNoKey,pLayer,m_ptr,m_convertImage,0));
```

```
RasterLayer::MakeImageRasterAsThreadNoKey(pLayer,m_ptr,m_convertImage,0);
```

Nick
