
Subject: Re: bug in ImageBuffer::Line() and operator[]
Posted by [nixnixnix](#) on Wed, 23 Apr 2008 17:18:13 GMT

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I am getting the issue under Win32 and it doesn't appear to be related to calling Refresh as I get the same behaviour when I comment it out and I have many other functions which don't suffer from this bug although I will replace these calls with PostCallback() just to be sure.

Basically the Image object causes an ASSERT(data) even though the data object is perfectly valid.

Are threads other than the main thread allowed to make and refer to Image objects?

I don't really think I understand what you're telling me here. I am allowed to use PostCallback in threads other than the main right?

Nick
