

---

Subject: Re: ImageBuffer Paint problem

Posted by [kodos](#) on Wed, 24 Sep 2008 17:11:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thank you for the fast answer

It seems that this is the problem of the testcase but not of my real problem.

But why can't I use an ImageBuffer as a member variable of a class? I still don't understand the actual problem.

I need a pointer to the image data so that i can manipulate it with a pointer. So I need an Image object and a pointer that that use the same area of memory. Is there another possibility if I can't use ImageBuffer?

---