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Subject: Re: ImageBuffer Paint problem

Posted by [mirek](#) on Wed, 24 Sep 2008 19:52:24 GMT

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I think this is definitely quite confusing...

Anyway, let us say this strange requirement has its root in performance and implementation issues.

The main problem is that Image is sort of "immutable", which allows it to cache host platform resource handle. That is not possible with ImageBuffer, whose content can change at any moment.

If it would be supposed to work in "non-ugly" way, ImageBuffer <-> Image conversions would require the full copy of ImageBuffer pixels.

In practice, you should use ImageBuffer only as local variable, "Image content accesor". Or be very very careful...

Mirek

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