
Subject: Drawing raw data to an Image / Draw object?
Posted by [blueapples](#) on Wed, 08 Oct 2008 05:42:12 GMT
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Hi, I am starting to use the Magick++ library (<http://www.imagemagick.org/Magick%2B%2B/>) with U++. So far, I have been able to link it in and actually make a few simple calls using the library. However what I cannot figure out how to do is draw the results of these calls using U++'s systems.

I see that DrawImage has several methods that allow drawing lines, rectangles, etc. What I can't find is a simple way to set individual pixels of an image. The Magick::Image object I am using to manipulate images exposes an array of structures that provide R,G,B, and A values. What I need is a way to "copy" these values to a U++ Image or Draw object in order to render the resulting image in the U++ application.

How would I do this?
