
Subject: Re: How to efficiently update a large Image?

Posted by [Tom1](#) on Wed, 29 Jul 2009 07:18:06 GMT

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Hi Mirek,

Here's the raw GDI code for SetSurface with added flexibility:

```
void SetSurface(HDC dc, Rect &dest, Point &src, Size &bufsz, const RGBA *pixels){
    GuiLock __;
    BitmapInfo32__ bi(bufsz.cx, bufsz.cy);
    ::SetDIBitsToDevice(dc,dest.left,dest.top,dest.Width(),dest.Height(),src.x,-src.y-dest.Height()
+bufsz.cy,0,bufsz.cy,pixels, bi, DIB_RGB_COLORS);
}
```

```
void SetSurface(SystemDraw &w, Rect &dest, Point &src, Size &bufsz, const RGBA *pixels){
    SetSurface(w.GetHandle(),dest,src,bufsz,pixels);
}
```

I'm not quite confident I can reproduce this in X11 in a truly powerful way, so I hope someone with solid X11 knowledge will pick it up.

// Tom