
Subject: How to know if I am drawing on screen?

Posted by [chickenk](#) on Tue, 09 Mar 2010 08:49:46 GMT

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Hi,

I'd like to know the best way to get information, whether my draw object will draw on screen or on an image, for example.

I saw somewhere such code:

```
func(Draw& w)
{
    if(w.IsGui())
        ... // We are on screen
    else
        ... // other cases
}
```

But after looking deeper, IsGui() is true on Windows with GDI, but is false under X11 (See implementation of SystemDraw::GetInfo()).

So I suspect this is not the right way... What is better ?

Thanks

Lionel
