
Subject: Re: image drawing

Posted by [raxvan](#) on Tue, 27 Apr 2010 15:50:41 GMT

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no, nothing like that koldo,

Moving the image in the same control. This is not the real problem, i can handle dragging. The problem that i have is the 3D rotation;
grub the image by a corner and rotate the image in the same Ctrl,

mrjt thanks for the tip , ill test the app on windows later,

I use custom Image class because i use more that 3 components/pixel
and image filtering.

The only problem is that i don't know any OpenGL, and i think i can get a software renderer done faster.

thanks

Edit.

Can i use safely multiple windows at the same time? (using threads)

How can i fire an event from a thread to another to update the window?
