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Subject: Re: image drawing

Posted by [mrjt](#) on Tue, 27 Apr 2010 16:01:10 GMT

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You could also convert your image format to Image (using ImageBuffer) and then use the functions in CtrLib/ImageOp.cpp like:

`Image RotateClockwise(const Image& img)`

Afterall, to draw the image you must have to convert it to RGB as some stage.

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