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Subject: Re: Real-time image drawing

Posted by [Mindtraveller](#) on Wed, 30 Jun 2010 05:19:08 GMT

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There is a possibility to use ImageBuffer class from Painter package to make images in run-time (just call Image(ImageBuffer &) constructor). It supports a number of effects, transparency (alpha-channel), antialiasing, gradients, vector & font rasterization, etc. You may draw this Image to the window, you may use Image as a label for Button, you may do with it everything you want. Just execute examples/PainterExamples package to see what Painter is capable for.

So the general answer to your question is "YES, it is possible".

The main problem is efficiency. Rasterizing is "heavy" for CPU. So you have to make a simple etude where you paint some kind of FFT and check if you are pleased with its speed.

My opinion is while your effect resides in the small area of screen (say 128x64 pixels), using Painter will be sufficient enough.

If you want any large, full-screen effects, you should use OpenGL (DHCtrl or something like that - please look at example packages) control and draw everything using OpenGL. It is harder, but the only way to make true dynamic real-time graphics on both Windows/POSIX.

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