
Subject: Re: Handle a RGBA* with ImageBuffer
Posted by [koldo](#) on Wed, 29 Sep 2010 08:18:32 GMT
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Hello Mirek

Well, no problem, as it seems the pixels are not formatted exactly the same.

Finally I have focused this way. This a sample:

```
player.WhenFrame = THISBACK(OnFrame);          // OnFrame user function to be called every  
time there is a new video frame
```

```
...  
void OnFrame(SDL_Surface &surface) {           // SDL_Surface is a new class to handle SDL  
painting. surface includes the video frame bitmap  
    ImageDraw iw(100, 40);                     // Sample U++ paint  
    iw.DrawEllipse(0, 0, 100, 40, Green());  
    iw.DrawText(35, 10, "U++", Arial(18).Bold(), Black());  
  
    surface.Lock();  
    surface.DrawImage(iw, 20, 20, Black());     // Copy the drawn U++ to SDL  
    surface.DrawLine(0, 0, surface.GetWidth(), surface.GetHeight(), White()); // Directly draw  
other things  
    surface.Unlock();  
}
```

Result:

File Attachments

1) [dib.PNG](#), downloaded 387 times
