Subject: Re: Drawing / Refresh   problem/questions
Posted by mirek on Wed, 23 May 2012 12:52:36 GMT

Didier wrote on Tue, 22 May 2012 18:01OK thanks.

What difference do you make between   ImageDraw and ImageBuffer ???
Is one Draw flavor and the other one Painter flavor ?

They work pretty much the same way:
ImageBuffer ib(size);
BufferPainter bp(ib, mode);
Paint(bp, scale);

or
ImageDraw ib(size);
Paint(ib, scale);

ImageDraw uses host platform to draw, resulting in Image handles that can be directly used.

BufferPainter is rather intended for in-memory rendering and does not require CtrlCore.