Subject: DrawData and StoreImageAsString, how?
Posted by fudadmin on Mon, 12 Jun 2006 09:40:47 GMT
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```
 Image img;
 img=aggImg(600,400);
// w.DrawImage(50,50, aggImg(600,400)); //works
// w.DrawImage(50,50, img); //works
 String ss=StoreImageAsString(img);
// w.DrawData(50,50,600,400, StoreImageAsString(img), "image-data"); //??
 w.DrawData(50,50,600,400, ss, "image"); //??
// w.DrawData(50,50,600,400, StoreImageAsString(img), "image"); //??
// w.DrawData(50,50,600,400, PackRLE(img, img.GetLength()), "image-data"); //??
```

Any hints?