
Subject: Re: Need help with new project
Posted by [Lance](#) on Wed, 26 Dec 2012 02:47:46 GMT
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You don't seem to need more than ImageDraw part in the U++ Draw Guide.

No prestore icon is necessary as only simple shapes are involved.

ImageDraw is a Draw derivative which you can use just like you use the one you get in a virtual `Ctrl::Paint(Draw& w)`, you can assign it to a Image very easily by simple assignment. And a Image can be drawn on your window in its overided Paint method.
