
Subject: Displaying raw image data

Posted by [keltor](#) on Mon, 22 Apr 2013 15:46:13 GMT

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Hey everyone,

Silly me, I started to think that I was getting more fluent with U++, yet here I am in the newbie subforum once again.

I have a library that draws some stuff in memory. The drawing can be accessed using something like `obj->GetRGBA()`; however it is raw data, namely an unsigned char * consisting of 4 bytes for each pixel.

The library does its magic and creates the raw data. I would like to draw it into a bitmap, ideally as a picture in an ImageCtrl. However, I am a little lost with Buffer, Raster and the like. I couldn't find any suitable documentation or examples, so here I am.

My goal would be to reuse the raw buffer as the data to plug directly into ImageCtrl, so that if eventually the data in the buffer changes, one can force a redraw without having to copy data. But I don't know if that can be achieved, much less how. So if someone with more experience with this kind of things can help me out, he would certainly have my gratitude.

To clarify a bit more the kind of data I'm dealing with: bytes 0 to 3 contain the RGBA info for point (0,0); bytes 4-7 for (1,0); and point (i,j) is at $4*(i+width*j)$. The buffer itself has no picture height/width information, but that can be obtained elsewhere.

Thanks for reading

Keltor
