
Subject: Re: Displaying raw image data
Posted by [dolik.rce](#) on Mon, 22 Apr 2013 16:59:02 GMT
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Hi Keltor

keltor wrote on Mon, 22 April 2013 17:46: Silly me, I started to think that I was getting more fluent with U++, yet here I am in the newbie subforum once again. Happens to me all the time

keltor wrote on Mon, 22 April 2013 17:46: 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.

Some libraries let you do the opposite, that is to tell them in which part of memory should they draw. If that is your case, then you can simply do (assuming it uses same byte order) something like `Image img;`

```
ImageBuffer ib(width, height);  
obj->setTargetMem(ib.Begin());  
obj->doSomething();  
img = ib;
```

If not, then the easiest way is AFAIK to do the copy, it should be very quick if you just `memcpy` the entire thing (again, same byte order expected):

```
Image img;  
ImageBuffer ib(width, height);  
memcpy(ib.Begin(), obj->getRGBA(), 4*width*height);  
img = ib;
```

Creating `ImageBuffer` or `Image` using your pre-allocated piece of memory is not possible, IIRC. I think it would be possible to add such feature, but I'm not sure if it really corresponds with the "U++ way" of handling memory

Best regards,
Honza
