
Subject: Re: Displaying raw image data
Posted by [keltor](#) on Tue, 23 Apr 2013 09:04:04 GMT
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Oh, no, I meant to create a class derived from my image library. I planned to make some kind of wrapper that contains both the class that deals with the image and a pointer to the memory that can be accessed by Upp::Image, as per your first example.

However, you are probably right, I may be too paranoid. Images, even in uncompressed format, tend to be rather small for today's standards. Copying 5, 10 or 30 MB is next to nothing. My original motivation was that the user may interact with the image in real time, rotate it in 3D and such. So I thought that it would reduce the refresh time if I'd do it without memcpy. But I will make it as you suggest first, and see how fast it is. The more I think about it, the more I agree that there is basically no overhead.

Thanks again, I'll get to it now.

Kel
