
Subject: Re: Displaying raw image data
Posted by [Zbych](#) on Fri, 26 Apr 2013 09:22:55 GMT
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It is quite easy. You just have to create ImageBuffer:

```
ImageBuffer ib(image_width, image_height);
```

And fill it with new pixels:

```
for (int y = 0; y < ib.GetHeight(); y++) {  
    RGBA * dst = ib[y];  
    for (int x = 0; x < ib.GetWidth(); x++) {  
        dst->b = conversion from source - blue;  
        dst->g = conversion from source - green;  
        dst->r = conversion from source - red;  
        dst->a = 255;  
        dst++;  
    }  
}
```

And after that you can convert it to Image.
Image img = ib;