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Subject: Re: Displaying raw image data

Posted by [keltor](#) on Fri, 26 Apr 2013 10:16:39 GMT

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Ah, yes, that does the trick. I just didn't realise that one can fill up ImageBuffer directly. Pretty basic c++ pointer stuff, to be honest, but I failed to see it at first. So your code is basically my intended solution, but optimised to avoid unnecessary copying.

Thank you Zbych, and also Honza.

Kel

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