
Subject: Re: PATCH: Image load progress update
Posted by [mirek](#) on Wed, 23 Aug 2006 11:12:47 GMT
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Good idea. Added (but I think you have a small error there, I have changed it to:

```
ImageBuffer b(cx, yy - y);
RGBA* t = b;
int y0 = y; // <<<!
while(y < yy) {
    if(progress(y - y0, yy - y0)) // <<<!
        return Null;
    memcpy(t, ~GetLine(y) + x, cx * sizeof(RGBA));
    t += cx;
    y++;
}
```

Mirek
