
Subject: Re: ScrollView - a question - maybe proposal..
Posted by [luoganda](#) on Thu, 17 Jan 2019 18:20:01 GMT
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ok, i wrote a small ImageDraw helper utility,
this somehow works, but it's slowwwwww..
Any improvements here or suggestions are welcome.

Also - i recommend adding GetSize() to ImageDraw, to get Width/Height without getting image
itself overhead.

```
class SMXImageDraw{
    ImageDraw *id=NULL;
public:
    ~SMXImageDraw(){Clear();}
    void Set(int w,int h){Clear();id=new ImageDraw(w,h);}
    void Clear(){if(!id)return;delete id;id=NULL;}
    void ScrollImageX(int x); //does (quick)x sanity checks
    ImageDraw &Get(){return *id;}
    bool Empty(){return id==NULL;}
};

void SMXImageDraw::ScrollImageX(int x){
    int absx=abs(x);
    if(x==0||!id||absx>=id->GetSize().cx*)return; // <== here, ImageDraw::GetSize() could come
    handy
    Image img=(Image)*id;//->GetStraight();
    if(absx>=img.GetWidth())return;
    int nx=x<0?0:x;
    id->DrawImage(nx,0,img,Rect((x<0?absx:0),0,nx+(img.GetWidth()-(x<0?0:absx)),img.GetHeight()
));
}
```
