Subject: ImageDraw not available in Draw
Posted by Didier on Sat, 07 Mar 2020 11:28:32 GMT
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Hi,

I currently use ImageDraw in my app and when compiling with Clang I get the following error :

error: variable has incomplete type 'Upp::ImageDraw'

After som investigation, ImageDraw is forward declared in Draw (and explained in Draw documentation) while all implementations of ImageDraw are implemented in CtrlCore
Since it is set in draw it should be available in head-less apps like the reference/ConsoleDraw example.
If I add
ImageDraw myImd;
to the example .. I get the same error

Obviously either ImageDraw should not be declared in Draw or a head-less implementation is missing in Draw

But i Draw/Image.h ther is the folling code:
// BW, defined in CtrlCore:
 ImageBuffer(ImageDraw& iw);
So this problem is apparently known ... and the questions resumes to :

Is ImageDraw supposed to be used in head-less apps, if not, with what must I replace it with ?