
Subject: Re: ImageDraw not available in Draw
Posted by [mirek](#) on Sat, 07 Mar 2020 16:14:59 GMT
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Hi,

yes, ImageDraw is not in Draw.

The reason is following: ImageDraw must 100% match the screen rendering, to the point that if you draw something on the screen and with ImageDraw, then put ImageDraw on screen, results must 100% match. This is e.g. required for backdrawing.

That means ImageDraw needs to use same host-platform drawing routines as SystemDraw (e.g. GDI32 in Win32), which implies that it needs to be implemented in CtrlCore as Draw is supposed to be GUI/Host independent, pure virtual...

Anyway, solution to your problem is trivial. If you for some reason do not want to use Painter / ImagePainter, you have SImageDraw class in Draw package which is basically reimplementing all primitives in U++ code...

Mirek
