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Subject: How to draw random images in ArrayCtrl-cell using Display? [SOLVED]

Posted by [slashupp](#) on Sun, 19 Apr 2020 06:19:05 GMT

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How do I pass an Image as a Value to a Display and access the image in the Display-code so I can draw it?

(The images are all of size 20x20)

E.g.:

```
struct MyPicDisplay : public Display
```

```
{
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
    const
    {
        w.DrawRect(r, paper);
        Image img{};
        img= ??? how to get it from q ???
        if (!img.IsNullInstance()||img.IsEmpty()) w.DrawImage(r, img);
    }
};
```

//background info:

```
void someclass::ArShowPic(Image pic)
```

```
{
    //ar is an ArrayCtrl..
    //the column was declared with: ar.AddColumn().SetDisplay(Single<MyPicDisplay>());
    ar.Add(pic); //this invokes the display code where I have my problem.
}
```