
Subject: Re: How to draw random images in ArrayCtrl-cell using Display?

Posted by [Oblivion](#) on Sun, 19 Apr 2020 10:50:37 GMT

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Hello slashupp

Quote: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?

There is already ImageDisplay(), FittedImageDisplay(), CenteredImageDisplay(), and CenteredHighlightImageDisplay() classes in UPP for this task. You can use them if you are not going to further process the images before they are displayed.

However, if you want to use your code, below code should work.

```
virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
{
    w.DrawRect(r, paper);
    Image img = q; // This should be enough if q is a Upp::Image.
    if (!img.IsNullInstance()||img.IsEmpty()) w.DrawImage(r, img);
}
```

Or, if you like strict/pedantic code

```
const Image& img = q.To<Image>();
```

This will work too.

Best regards,
Oblivion
