
Subject: Re: Single Pixel Wide Straight Lines
Posted by [Oblivion](#) on Sat, 15 Oct 2022 07:23:44 GMT
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Quote:is there a way to paint pixels in an array or buffer or something so I can do that my self.

Yes. ImageBuffer allows direct access to its RGBA buffer.

e.g:

```
void Paint(Draw& w) override
{
    Size sz = GetSize();
    w.DrawRect(sz, Black());
    ImageBuffer canvas(sz);

    for(int y = 0; y < sz.cy; y++) {
        for(int x = 0; x < sz.cx; x++) {
            if((y % 16 == 0) || (x % 16 == 0))
                canvas[y][x] = White();
        }
    }
    w.DrawImage(0, 0, canvas);
}
```

is possible.

Best regards,
Oblivion
