
Subject: Re: Fastest way to capture control as image

Posted by [koldo](#) on Fri, 31 May 2024 06:21:52 GMT

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Hi Luoganda

There is this in GLCanvas. It works if the control is selected.

```
Image GLCanvas::GetImage() {
    Size sz = GetSize();
    ImageBuffer ib(sz);

    glGetError();
    glReadPixels(0, 0, sz.cx, sz.cy, GL_BGRA_EXT, GL_UNSIGNED_BYTE, static_cast<GLvoid*>(&~ib));
    if (GL_NO_ERROR != glGetError())
        return Null;

    Buffer<RGBA> temp(sz.cx);
    for(int i = 0; i < sz.cy/2; i++){
        memcpy(temp,ib[i], sz.cx*sizeof(RGBA));
        memcpy(ib[i], ib[sz.cy-1-i], sz.cx*sizeof(RGBA));
        memcpy(ib[sz.cy-1-i], temp, sz.cx*sizeof(RGBA));
    }

    for (int y = 0; y < sz.cy; y++)
        for (int x = 0; x < sz.cx; x++)
            ib[y][x].a = 255;

    return ib;
}
```
