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Subject: Re: RasterEncoder::WriteLineRaw  
Posted by [mirek](#) on Fri, 10 Nov 2006 09:50:50 GMT  
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Ooops, just found and fixed a serious bug in this new feature....

Anybody having problems with some Image operations:

```
void ImageEncoder::WriteLineRaw(const byte *data)
{
    if((RGBA *)data != ~*this)
        memcpy(~*this, data, GetSize().cx * sizeof(RGBA));
    if(++ii < GetHeight())
        SetLine(ib[ii]);
}
```

Mirek

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