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Subject: MakeImagePaintOnly

Posted by [mirek](#) on Sat, 25 Nov 2006 12:38:40 GMT

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Image MakeImagePaintOnly(const ImageMaker& m)

This is optimized version of MakeImage - it is useful when dealing with large images (like images in RichEdit). It instructs Draw to drop "client-side" data when pixels are moved to GDI - therefore pixels are no longer available in Image (it can be painted only, no other operations are allowed), OTOH they are not duplicated (in app memory and GDI memory).

For small images, like toolbar icons, is better to use normal MakeImage (GDI memory is cleaned by keeping number of HBMP handles low).

(While I was using Win32 system terms here, same applies for X11).

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