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Subject: Re: DrawImage with XOR undefined  
Posted by [nixnixnix](#) on Tue, 17 Apr 2007 19:20:11 GMT  
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I am using RectTracker to grab a node from a TreeCtrl and drag it onto another node in order to change the tree hierarchy.

I've subclassed from RectTracker and overwritten its DrawRect routine. My only problem is that I erase the background so I need to sample it and replace it. I've tried the following approaches:

- 1) I can get the TreeCtrl to repaint itself but TreeCtrl::GetLineCount() falls over when I'm in the local loop so I can't ask the nodes to repaint themselves.
- 2) I tried refresh but it gets carried out after I draw the dragged image so even though I only refresh the rect containing the old position of the dragged node (i.e. rc1), it still erases most of the dragged node. If there was a way to refresh a rect minus another rect that would work (clipping?).
- 3) If I could do this by sampling the screen, I would be able to apply this method to other views in which a refresh takes a long time. However my attempts to sample the screen are so far not successful. See below:

```
void LayerTracker::DrawRect(Rect rc1,Rect rc2)
{
    ViewDraw w(&GetMaster());

    w.DrawImage(rc1,m_screen);

    // sample screen at rc2
    ImageBuffer ib(rc2.Size());

    ImageBuffer buf = w;

    for(int i=0;i<rc2.Height();i++)
    {
        RGBA* pS = buf[rc2.top+i];
        RGBA* pB = ib[rc2.top+i];
        memcpy(pB,pS,rc2.Width());
    }

    m_screen = ib;

    w.DrawImage(rc2,m_image);

}
```

m\_image and m\_screen are of type Image. My problem is there is no conversion from ViewDraw

to Image. Ideally I would use a function of this form

```
Image ViewDraw::GetImage(Rect rcSample)
```

Is there a way to sample screen pixels at present?

Nick

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