
Subject: Delayed clipboard rendering now supported.

Posted by [mirek](#) on Fri, 01 Jun 2007 14:09:29 GMT

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using

```
void AppendClipboard(const char *format, const Value& data, String (*render)(const Value& data));
```

e.g.:

```
static String sBmp(const Value& data)
{
    Image img = data;
    return BMPEncoder().SaveString(img);
}
```

```
static String sImg(const Value& data)
{
    Image img = data;
    return StoreAsString(const_cast<Image&>(img));
}
```

```
void AppendClipboardImage(const Image& img)
{
    AppendClipboard(ClipFmt<Image>(), img, sImg);
    AppendClipboard("image/bmp", img, sBmp);
}
```

The advantage here is that only the format target requires gets synthesised...
