Subject: ImageDraw not available in Draw
Posted by Didier on Sat, 07 Mar 2020 11:28:32 GMT
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Hi,

I currently use ImageDraw in my app and when compiling with Clang I get the following error :

error: variable has incomplete type 'Upp::ImageDraw'

After som investigation, ImageDraw is forward declared in Draw (and explained in Draw documentation) while all implementations of ImageDraw are implemented in CtrlCore
Since it is set in draw it should be available in head-less apps like the reference/ConsoleDraw example.
If I add
ImageDraw myImd;
to the example .. I get the same error

Obviously either ImageDraw should not be declared in Draw or a head-less implementation is missing in Draw

But i Draw/Image.h ther is the folling code:
// BW, defined in CtrlCore:
ImageBuffer(ImageDraw& iw);
So this problem is apparently known ... and the questions resumes to :

Is ImageDraw supposed to be used in head-less apps, if not, with what must I replace it with ?

Subject: Re: ImageDraw not available in Draw
Posted by mirek on Sat, 07 Mar 2020 16:14:59 GMT
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Hi,

yes, ImageDraw is not in Draw.

The reason is following: ImageDraw must 100% match the screen rendering, to the point that if you draw something on the screen and with ImageDraw, then put ImageDraw on screen, results must 100% match. This is e.g. required for backdrawing.

That means ImageDraw needs to use same host-platform drawing routines as SystemDraw (e.g. GDI32 in Win32), which implies that it needs to be implemented in CtrlCore as Draw is supposed to be GUI/Host independent, pure virtual...

Anyway, solution to your problem is trivial. If you for some reason do not want to use Painter /

ImagePainter, you have SImageDraw class in Draw package which is basically reimplementing all primitives in U++ code...

Mirek

Subject: Re: ImageDraw not available in Draw
Posted by Didier on Sun, 08 Mar 2020 18:03:47 GMT
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Hello Mirek,

Thank you for you're quick reply.
It's been some time now since I intensively used UPP so I have to review my knowledge about Draw

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