Subject: How to draw random images in ArrayCtrl-cell using Display? [SOLVED]
Posted by slashupp on Sun, 19 Apr 2020 06:19:05 GMT
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How do I pass an Image as a Value to a Display and access the image in the Display-code so I can draw it?
(The images are all of size 20x20)
E.g.:

```
struct MyPicDisplay : public Display
{
 virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
 {
  w.DrawRect(r, paper);
  Image img{};
  img= ??? how to get it from q ???
  if (!img.IsNullInstance()||img.IsEmpty()) w.DrawImage(r, img);
 }
};
//background info:
void someclass::ArShowPic(Image pic)
{
 //ar is an ArrayCtrl..
 //the column was declared with: ar.AddColumn().SetDisplay(Single<MyPicDisplay>());
 ar.Add(pic); //this invokes the display code where I have my problem.
}
```

Subject: Re: How to draw random images in ArrayCtrl-cell using Display?
Posted by Oblivion on Sun, 19 Apr 2020 10:50:37 GMT
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Hello slashupp

Quote:How do I pass an Image as a Value to a Display and access the image in the Display-code so I can draw it?

There is already ImageDisplay(), FittedImageDisplay(), CenteredImageDisplay(), and CenteredHighlightImageDisplay() classes in UPP for this task. You can use them if you are not going to further process the images before they are displayed.

However, if you want to use your code, below code should work.

virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)

```
const
 {
  w.DrawRect(r, paper);
  Image img = q; // This should be enough if q is a Upp::Image.
  if (!img.IsNullInstance()||img.IsEmpty()) w.DrawImage(r, img);
 }
```

Or, if you like strict/pedantic code

```
    const Image& img = q.To<Image>();
```

This will work too.

Best regards,
Oblivion

Subject: Re: How to draw random images in ArrayCtrl-cell using Display? [SOLVED]
Posted by slashupp on Mon, 20 Apr 2020 05:00:19 GMT
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Thx for your answer.

Got it to work by simply doing ar.AddColumn().SetDisplay(ImageDisplay())
and removing MyPicDisplay. I somehow missed ImageDisplay() when I searched (Ctrl-J) on 'Display'

For some reason could not get MyPicDisplay to work using either of your suggestions, which was why I asked the question originally.

Anyway it is working now, thanks.
