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Subject: from window to image

Posted by [nixnixnix](#) on Wed, 18 Apr 2007 14:45:46 GMT

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I love the way in which all images in UPP are arrays or arrays of 32 bit values - makes things very simple. However, it seems odd that there is no way to sample the screen either one pixel at a time or in a block defined by a Rect. There must surely be a way to know what colour pixel is at a specific point on a window. Win32 allows one to blit between device contexts as easily as blitting between bitmaps as well as between DCs and bitmaps. Is there not some equivalent functionality in UPP?

This question arises out of another thread in this forum but appears to me to be more general and crucial for anyone wanting to be able to animate without redrawing the entire window in between each frame or action.

It applies to more than just drag and drop.

Nick

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Subject: Re: from window to image

Posted by [mirek](#) on Wed, 18 Apr 2007 20:01:41 GMT

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nixnixnix wrote on Wed, 18 April 2007 10:45I love the way in which all images in UPP are arrays or arrays of 32 bit values - makes things very simple. However, it seems odd that there is no way to sample the screen either one pixel at a time or in a block defined by a Rect. There must surely be a way to know what colour pixel is at a specific point on a window. Win32 allows one to blit between device contexts as easily as blitting between bitmaps as well as between DCs and bitmaps. Is there not some equivalent functionality in UPP?

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Nick

I think that in modern GUI in general, this is quite tricky bussines. You never know whether the content you are reading from the screen is up to date - repainting messages are coming in lazy fashion. On some platforms, I believe, what you want is even completely impossible. I would reserve this for screenshots, nothing more....

