Subject: Delayed Image Loading
Posted by WebChaot on Wed, 06 Jun 2007 07:43:56 GMT

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Hi all!

Hope you can help me. I'm sure, the solution is not to hard - but I do not have much experience with pointers and references - and I think, this is, what I would need here:

1. First I want to create GUI elements dynamically (which still works - thanks mirek). Some of these elements have images (like menu items or buttons). These Images I want to load later on from a database via thread. Therefore on each new GUI Item I create a new image and add it to an ImageQueue (ArrayMap of Images).

2. Do some other stuff.

3. Now load all images from ImageQueue and replace the content of images I created during GUI creation.

(Storing and Loading Image from Database is still tested and works! So thats not the problem.)

What I did try:

Image test;

bar.Add("Menu1", test, THISBACK(something));

... other stuff ...

call thread with GetImage(String ImageId, Image img);

GetImage("ImageIdInDatabase", test);

The Postback will send back the image I gave in GetImage and the imagebuffer read from database. But when I try to do

test = LoadImageFromString(imagebuffer);

(which still works without tread) the image of menu item will not be replaced.

Hope, you know, what I mean and what I want to do,

thanks in advance,

WebChaot

Subject: Re: Delayed Image Loading
Posted by mirek on Wed, 06 Jun 2007 08:05:09 GMT

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Not really sure, anyway, this got my attention:

GetImage(String ImageId, Image img);

This passes img to GetImage *by*value*. This means that if you assign anything to img in GetImage, it will be assigned just to local copy and never visible outside GetImage routine.

Maybe you wanted this:

GetImage(String ImageId, Image& img);

or perhaps

Image GetImage(String ImageId);

Mirek