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Subject: image drawn in Paint(Draw &w) does not stay when refereshed

Posted by [amit](#) on Wed, 28 Nov 2007 12:10:05 GMT

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hi,

problem:

- 1) I am trying to write a small app with a logo in the start of it.
- 2) the logo was made in the constructor from RGB raw data.
- 3) the image is painted on Paint() function.

-- when build and executed the logo works out fine  
-- but if refreshed (window size changed, alt-tabbed back or if Refresh() is called), the image goes away.

-- note: other stuff as DrawRect(..) and DrawText(..) works fine it just the image is not redrawn.

code:

```
#include "my_class.h"  
#include "logo.h"  
#include "windows.h"
```

```
my_class::my_class()  
{  
    CtrlLayout(*this, "Window title");  
    //ToolWindow(true);  
    //ExStyle(WSEX_TOOLWINDOW | WS_OVERLAPPED);  
    //Style(WS_POPUP);  
    login_btn <<= THISBACK(process_login);  
}
```

```
//////////< -----  
-----logo stuff start
```

```
logo = ImageBuffer(150,30);  
RGBA *pixel = logo;  
byte *raw_image_data = (byte *)logo_hex_data;  
for(int i=0; i<150*30; i++)  
{  
    pixel->a = 255;  
    pixel->r = *raw_image_data++;  
    pixel->g = *raw_image_data++;  
    pixel->b = *raw_image_data++;  
    pixel++;  
}  
logo.SetKind(IMAGE_OPAQUE);
```

```
//////////< -----  
-----logo stuff end
```

```

//Maximize(true);
Sizeable(false);
Sizeable().Zoomable();
BackPaint();
}

void my_class::Paint(Draw& w)
{
w.DrawRect(GetSize(), SWhite);
w.DrawImage(10, 20, logo); //////////////< -----
----- logo drawn
w.DrawText(20, 20, "Hello world!", Arial(30), Magenta);
}

void my_class::process_login()
{
console.SetText((user_id.GetText() + password.GetText()).ToString());
//MessageBox( NULL, (user_id.GetText() + password.GetText()).ToString(), "wow", MB_OK);
}

GUI_APP_MAIN
{
my_class().Run();
}

```

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Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed  
Posted by [nixnixnix](#) on Wed, 28 Nov 2007 22:43:48 GMT

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Hi Amit,

I'm no expert but try getting rid of the first line in your constructor. You are not using a layout and you are painting yourself so you dont need this line.

Please let me know if that works. If not I'll run your code and take a closer look.

Nick

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Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed  
Posted by [mrjt](#) on Thu, 29 Nov 2007 13:16:30 GMT

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I can't get that code to compile in GCC, but my best guess is that logo is an ImageBuffer - When DrawImage is called it converted to an Image and this clears the ImageBuffer so that next Refresh it is empty.

Try changing logo to an Image and doing:

```
ImageBuffer ib(150,30);
RGBA *pixel = ~ib;
...
logo = ib;
```

James

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Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed  
Posted by [amit](#) on Thu, 29 Nov 2007 23:19:09 GMT  
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hi Nick, no, it not that ..

1) firstly .... i am using a .lay file (hence there are a few controls like edit box and buttons) (sorry, it was included in .h file) so a layout is required.

2) I still tried commenting " CtrlLayout(\*this, "Window title"); ", but ...  
-----a) there was no change in the mentioned behavior.  
-----b) as expected the controls in .lay disappeared.

...thanks anyways

... i think James might be right i'll try that and get back

..... ok Back ... good news, got it working, see the next message ..

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Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed  
Posted by [amit](#) on Thu, 29 Nov 2007 23:28:46 GMT  
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mrjt wrote on Thu, 29 November 2007 18:46I can't get that code to compile in GCC, but my best guess is that logo is an ImageBuffer - When DrawImage is called it converted to an Image and this clears the ImageBuffer so that next Refresh it is empty.

Try changing logo to an Image and doing:

```
ImageBuffer ib(150,30);
RGBA *pixel = ~ib;
...
logo = ib;
```

James

thats exactly what it was ... it perfectly solved the problem .... thanks a lot, the change made were exact ... but why does it clears the ImageBuffer in DrawImage()?? let me guess , it is a trade off for performance and stuff?? that works perfectly fine with me (off course it would be fine ... there is another 'clean' method of doing my requirement )

thanks a lot ... i was using ImageCtrl as a solution but there were some side effect as ImageCtrl is a control itself and hence did not behave like the rest of surface client on mouse functions.

the final code is:

```
Image logo; // changed form ImageBuffer logo; (in the .h main class)
```

```

-----

//////////< -----
-----logo stuff start
ImageBuffer ib = ImageBuffer(150,30); // changed
RGBA *pixel = ~ib; // or (... = ib ) //changed
byte *raw_image_data = (byte *)logo_hex_data;
for(int i=0; i<150*30; i++)
{
pixel->a = 255;
pixel->r = *raw_image_data++;
pixel->g = *raw_image_data++;
pixel->b = *raw_image_data++;
pixel++;
}
ib.SetKind(IMAGE_OPAQUE); // changed

logo = ib; // changed

//////////< -----
-----logo stuff end

```

one more help ... just wanted to know the exact reason why DrawImage() clears ImageBuffer



Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed

Posted by [mrjt](#) on Fri, 30 Nov 2007 09:33:55 GMT

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You are correct in that it is a performance feature. ImageBuffers are only designed to be used for image processing, then converted to Images for storage. When you do `Image = ImageBuffer`, instead of using `memcpy` to duplicate the pixel data the ownership of the memory is just transfered.

The problem occurred in this case because the parameters for `Draw::DrawImage` are all something like:

```
void DrawImage(const Rect& r, const Image& img);
```

so that if you pass in an `ImageBuffer` it is implicitly converted to a temporary `Image` (because it has operator `Image`), loosing ownership of the pixel data. The `Image` is passed to `DrawImage` and then destroyed, deleting the pixel data. Viola! The `Image` no longer exists

Glad I could help.

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Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed

Posted by [amit](#) on Fri, 30 Nov 2007 14:31:42 GMT

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mrjt wrote on Fri, 30 November 2007 15:03You are correct in that it is a performance feature. ImageBuffers are only designed to be used for image processing, then converted to Images for storage. When you do `Image = ImageBuffer`, instead of using `memcpy` to duplicate the pixel data the ownership of the memory is just transfered.

The problem occurred in this case because the parameters for `Draw::DrawImage` are all something like:

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Glad I could help.

ahaa ... thats it, thanks again

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