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Subject: Help - I'm trying to draw an array of images

Posted by [klrkt](#) on Sun, 28 Dec 2008 22:33:28 GMT

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I would have thought this would work

```
w.DrawImage(x, y,img,sz);
```

and indeed it does

The problem is that only the top left hand corner of the img is displayed.

I have modified your ImageViewer example, to scale the images, however I cannot figure out how to have DrawImage use ImageEncoder or ImageCtrl.

Can you please post an example

- perhaps you could modify ImageViewer to display 2 or more jpg files, as an array?

ALSO - BUG REPORT:

The following code will hang

```
void MAIN::Paint(Draw& w){  
    PromptOK("Message");  
}
```

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Subject: Re: Help - I'm trying to draw an array of images

Posted by [mirek](#) on Thu, 01 Jan 2009 14:41:05 GMT

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klrkt wrote on Sun, 28 December 2008 17:33I would have thought this would work

```
w.DrawImage(x, y,img,sz);
```

and indeed it does

The problem is that only the top left hand corner of the img is displayed.

Hard to comment without seeing the code. A testcase please.

Quote:

ALSO - BUG REPORT:

The following code will hang

```
void MAIN::Paint(Draw& w){  
    PromptOK("Message");  
}
```

Yep, not a bug. This is expexted behviour. If you need to debug Paint, use LOG(s).

Mirek

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