Subject: Help - I'm trying to draw an array of images
Posted by klrkt on Sun, 28 Dec 2008 22:33:28 GMT

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");
 }

Subject: Re: Help - I'm trying to draw an array of images
Posted by mirek on Thu, 01 Jan 2009 14:41:05 GMT

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

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

Mirek