Subject: Handle a RGBA* with ImageBuffer Posted by koldo on Tue, 28 Sep 2010 06:25:30 GMT

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Hello all

I have got a RGBA * from SDL with the same structure than ImageBuffer.

Is it possible to set that RGBA * to ImageBuffer so that U++ drawing functions can be used over it?

Subject: Re: Handle a RGBA* with ImageBuffer Posted by mirek on Tue, 28 Sep 2010 08:04:12 GMT

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Not at the moment.

Subject: Re: Handle a RGBA* with ImageBuffer Posted by koldo on Wed, 29 Sep 2010 08:18:32 GMT

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Hello Mirek

Well, no problem, as it seems the pixels are not formatted exactly the same.

```
Finally I have focused this way. This a sample:
player.WhenFrame = THISBACK(OnFrame);
                                                 // OnFrame user function to be called every
time there is a new video frame
void OnFrame(SDLSurface &surface) {
                                               // SDLSurface is a new class to handle SDL
painting, surface includes the video frame bitmap
  ImageDraw iw(100, 40);
                                        // Sample U++ paint
  iw.DrawEllipse(0, 0, 100, 40, Green());
  iw.DrawText(35, 10, "U++", Arial(18).Bold(), Black());
  surface.Lock();
  surface.DrawImage(iw, 20, 20, Black());
                                             // Copy the drawn U++ to SDL
  surface.DrawLine(0, 0, surface.GetWidth(), surface.GetHeight(), White()); // Directly draw
other things
  surface.Unlock();
Result:
```

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