
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(SDL_Surface &surface) {              // SDL_Surface 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:

File Attachments

1) [dib.PNG](#), downloaded 383 times
