Subject: Handle a RGBA* with ImageBuffer
Posted by koldo on Tue, 28 Sep 2010 06:25:30 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

Not at the moment.

Subject: Re: Handle a RGBA* with ImageBuffer
Posted by koldo on Wed, 29 Sep 2010 08:18:32 GMT
View Forum Message <> Reply to Message

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:

File Attachments

1) dib.PNG, downloaded 436 times