
Subject: The problem with the operation of the buffer.
Posted by [situkhan](#) on Mon, 17 Aug 2015 08:52:37 GMT
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```
void AboutForm::Paint(Draw& w)
{
    if(m_Tick++ > 10)
    {
        m_Tick = 0;
        m_Water.WarpBlob(rand()%320,rand()%512,rand()%320,rand()%302,m_Water.m_iHpage);
    }
    m_Water.Fdensity = 5;
    m_Water.FbDrawWithLight = FALSE;
    m_Water.FbCalcBigFilter = FALSE;

    /// DWORD m_ImageIn[320*512],m_ImageOut[320*512];
    m_Water.Render(m_ImageIn,m_ImageOut);

    memcpy((void*)m_DestImage.Begin(),(void*)m_ImageOut,320*512*4); /// Direct

    //w.DrawImage(0,0,320,512, m_DestImage);    /// ---- Ceases to work after the first run ???

    w.DrawImage(1,1,320-1,512-1, m_DestImage); /// ---- Working
    SetTimeCallback(10, THISBACK(Render));
}
```