
Subject: image drawn in Paint(Draw &w) does not stay when refereshed

Posted by [amit](#) on Wed, 28 Nov 2007 12:10:05 GMT

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hi,
problem:

- 1) I am trying to write a small app with a logo in the start of it.
- 2) the logo was made in the constructor from RGB raw data.
- 3) the image is painted on Paint() function.

-- when build and executed the logo works out fine
-- but if refreshed (window size changed, alt-tabbed back or if Refresh() is called), the image goes away.

-- note: other stuff as DrawRect(..) and DrawText(..) works fine it just the image is not redrawn.

code:

```
#include "my_class.h"
#include "logo.h"
#include "windows.h"
```

```
my_class::my_class()
{
    CtrlLayout(*this, "Window title");
    //ToolWindow(true);
    //ExStyle(WS_EX_TOOLWINDOW | WS_OVERLAPPED);
    //Style(WS_POPUP);
    login_btn <=<= THISBACK(process_login);
```

```
//////////< -----
-----logo stuff start
```

```
logo = ImageBuffer(150,30);
RGBA *pixel = logo;
byte *raw_image_data = (byte *)logo_hex_data;
for(int i=0; i<150*30; i++)
{
    pixel->a = 255;
    pixel->r = *raw_image_data++;
    pixel->g = *raw_image_data++;
    pixel->b = *raw_image_data++;
    pixel++;
}
logo.SetKind(IMAGE_OPAQUE);
```

```
//////////< -----
-----logo stuff end
```

```

//Maximize(true);
Sizeable(false);
Sizeable().Zoomable();
BackPaint();
}

void my_class::Paint(Draw& w)
{
    w.DrawRect(GetSize(), SWhite);
    w.DrawImage(10, 20, logo); ///////////< -----
----- logo drawn
    w.DrawText(20, 20, "Hello world!", Arial(30), Magenta);
}

void my_class::process_login()
{
    console.SetText((user_id.GetText() + password.GetText()).ToString());
    //MessageBox( NULL, (user_id.GetText() + password.GetText()).ToString(), "wow", MB_OK);
}

GUI_APP_MAIN
{
    my_class().Run();
}

```
