
Subject: Re: image drawn in Paint(Draw &w) does not stay when refereshed
Posted by [mrjt](#) on Thu, 29 Nov 2007 13:16:30 GMT

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I can't get that code to compile in GCC, but my best guess is that logo is an ImageBuffer - When DrawImage is called it converted to an Image and this clears the ImageBuffer so that next Refresh it is empty.

Try changing logo to an Image and doing:

```
ImageBuffer ib(150,30);  
RGBA *pixel = ~ib;  
...  
logo = ib;
```

James
