
Subject: Draw stuff [SOLVED]

Posted by [Indio](#) on Fri, 01 Feb 2008 04:21:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all!

I'm newbie with ultimate++ and I have got a little problem with drawing.

I'd like to draw a simple image on the GUI. Where's the error in the following source?

```
//-----  
  
ImageBuffer ib( 128, 128 );  
  
for( int y = 0; y < 128; y++ ) {  
    RGBA *l = ib[ y ];  
    for( int x = 0; x < 128; x++ ) {  
  
        // in picture[ ][ ] there is the image  
        l->a = 255;  
        l->r = picture[ y ][ x ];  
        l->g = picture[ y ][ x ];  
        l->b = picture[ y ][ x ];  
        l++;  
    }  
}  
  
// Premultiply ( ib ); according to the example, this line is needed, but the compiler gives an error  
-> the example is not perfect  
  
Image proba_image = ib;  
I guess so far the stuff is good  
  
//-----  
  
void MyDraw ( )  
{  
    ImageDraw idraw( 128, 128 );  
    s.Paint( idraw ); // s is one of the Splittes, I divided the main window  
}  
  
//-----  
  
void Paint ( Draw& w )  
{  
    if ( imageLoaded ) // this is true, when the picture is loaded into the memory ( this happens )  
    {  
        Image img = proba_image; // this works
```

```
w.DrawRect ( 10, 10, 128, 128, White );
w.DrawImage ( 10, 5, img );
}

// Refresh( ); the stuff dies, when this line is active

}

//-----
```

MyDraw() is called in a proper place, after the image is loaded. But, as a result, nothing happens, the image doesn't appears on the GUI.

Can you help me in this problem? Thanks in advance!