
Subject: Re: Draw stuff

Posted by [Indio](#) on Fri, 01 Feb 2008 15:09:48 GMT

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James!

You're right about the title! Sry I can't rename it. If a moderator comes around, he can rename it e.g. "Iterative drawing problem". You will see why.

My program will segments images with energy minimization, if I ever finish it. The algorithm iterates, and it produces a 2D matrix (an image) in every iteration, and I want to draw this matrix onto the GUI and refresh it, if the matrix has changed.

But first of all I would like to put a simple image onto the GUI from the memory. If I can do this, I will try the advanced version mentioned above.

Your code has the same result as mine... Nothing appeared.

- The meaning of MyDraw was that I called it right after the image was loaded to the memory by the user. And if I don't call the Paint method on my object (here is the Splitter, named 'a') in MyDraw, how will it know where to paint exactly? My main window is divided by 3 Splitters. Or the `w.DrawImage(x, y, image)` draws simply on the main window? I've got no derived widgets.

- There's no problem with `proba_image`. It's not empty and it is a member of course. I wrote that this part of the code works. The problem comes up in painting.

- `IsEmpty()` is a good idea.

- I need `**picture`, because I modify the loaded image, and I that modified stuff has to be represented on the GUI.

- If I don't comment out `Premultiply`, the compiler complains that it is undeclared. I've got the 2007.1 version. I have been using it from November I guess.

I know that it is an easy problem, but I was shot. Any more idea? Thanks.
