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Subject: Re: printing into a bitmap

Posted by [Vince Hradil](#) on Fri, 11 May 2007 21:14:01 GMT

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On May 11, 4:02 pm, justspa...@yahoo.de wrote:

> Hi all,  
>  
> I'm looking for a way to print text directly into a bitmap, e.g. like  
>  
> pic = intarr( 256,256 )  
> printIntoBitmap, 'Text', pic, 10, 10  
>  
> with the last arguments defining the text position.  
> My requirements to quality and variability are low - if the text looks  
> like from an old matrix printer with 9 dots height: fine by me.  
> I know this can be done in object graphics (even in high-quality),  
> but I'd rather go for the direct way - if it is possible.  
> Is it?  
> Cheers  
> Oliver

1- display the image (can use the z-buffer if you want)

2- xyouts the text

3- tvrd() the image

4- write\_bmp

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