
Subject: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 03:36:29 GMT

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I want to copy the contents of an IDLgrBuffer pixel by pixel to an IDLgrWindow of the same dimensions. What's the easiest way to do this?

I do not want to redraw the graphics tree because redrawing the tree in the IDLgrWindow will result in a slightly different image due to differences in resolution between the buffer and window. I can see that I can get the individual pixels via the IMAGE_DATA property, but there seems to be no way to load the pixels directly into the IDLgrWindow.

-Mike

Subject: Re: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 23:09:26 GMT

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> Nope.

>

> But why does it have to be an IDLgrWindow? If you just want to throw
> some bytes at the screen, can you use a direct graphics window?

Hmmm... I guess you can do that. I've heard the old mantra about not being able to mix object graphics and direct graphics so many times, the thought never occurred to me.
