

## Re: Drawing DirectX surface to an Image (possible?)

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.managed/2006-10/ms>

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- *From:* "ThunderMusic" <[NoSpAmdanlatathotmaildotcom@xxxxxxxxxxx](mailto:NoSpAmdanlatathotmaildotcom@xxxxxxxxxxx)>
  - *Date:* Wed, 11 Oct 2006 13:55:33 -0400
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For the flicker you experience, try setting the DoubleBuffered property to true, it should help. Other than that, it's perfectly normal you get this kind of behavior because you seem to use the graphics object which is GDI+ and is not hardware accelerated (on most adapters), with what you get as a result...

Tought, I'd be interested to know how you do get the rendered image to the graphics object... I'm actually trying to do pretty much the same thing, only I want to stream the image as a jpeg into a web site... so it definitely need to render offscreen and I don't know how to do that... I know what you're doing is probably under copyright laws, but if it's not, would you mind sending me the code for just this part? and if it is under copyright, would you be kind enough to do a small sample of what you need to do to achieve this (and send it here, by e-mail or a link to a web page)?

thanks

ThunderMusic

"Michael Brown" <[mikeb@xxxxxxxxxxxxxxxx](mailto:mikeb@xxxxxxxxxxxxxxxx)> wrote in message  
<news:1160546179.853174.179740@xx>

Anyone know if it's possible to get a directx device to draw to an Image instead of a control/form handle?

I've been given a task that seems harder than it looks.. I have a form which contains no controls, and draws everything in the OnPaint event. I need to draw directx output during the OnPaint in the graphics object (don't ask why)... I tried dynamically creating a panel and adding it to the form, but it flickers horribly because of other things drawn during the OnPaint event. I'm not sure how get the panel to draw itself after other things are drawn on the form, it just flickers badly. I'm gonna try clipping the area but I would rather draw in an area on the form itself instead of adding a panel control and passing the handle....

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Hopefully I explained that properly lol...

-Mike