Subject: Re: let's discuss new Draw principles and problems...
Posted by mirek on Mon, 13 Feb 2006 15:12:48 GMT
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BTW, as tests clearly showed, for very complex scenes (like full screen of letters, each letter has different color), overhead associated with pumping graphical commands through OS to videocard is quite high too... (even higher than pumping single bitmap)

So it all depends. That is why Draw is quite consrvative in what to expect from hardware/OS and I would like to keep it that way.

Mirek