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Subject: Re: let's discuss new Draw principles and problems...

Posted by [fudadmin](#) on Mon, 13 Feb 2006 23:34:15 GMT

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luzr wrote on Mon, 13 February 2006 18:25How?

The only possibility is client-side draw (manipulating pixels in memory). Nice idea, but for some reason, some computers are too poor when transporting bitmaps from memory to VGA (as was shown by our tests - while other are perfectly OK to do so)

OTOH, as I have explained in the beginning, this is still one of options - but to do that, we need RGBA-dominant image. Working on it....

Mirek

What list of problems are exactly?

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