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

Posted by [mirek](#) on Tue, 14 Feb 2006 08:35:02 GMT

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To reduce required bandwidth?

Well, interesting idea, but I doubt visual artifacts would be acceptable.

Frankly, what is bad about this:

- use basic Draw for most parts that do not require advanced rendering (e.g. editor in TheIDE)
- use client-side, double-buffered extended Draw (perhaps AGG based) for intensive graphical tasks

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Mirek

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