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

Posted by [fudadmin](#) on Tue, 14 Feb 2006 10:54:37 GMT

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Let's talk RGBA problem.

What do we need for RGBA exactly? Can we split this RGBA problem into 2 parts:

1 Part. Load, save, convert - format problems and manipulations in memory. (We need functions for them). What else?

2 Part. Display - "pumping" problems? But, AFAIK, 4 bytes is even better than 3 bytes for pumping. And let's say we can forget about hardware acceleration because as your tests show and materials on the net - there's no real advantage of it for 2D. What else?

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