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Subject: Re: How to Draw into an existing image(buffer) ?

Posted by [mirek](#) on Thu, 12 Jul 2007 20:12:19 GMT

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You can use Draw::DrawImage to put an existing Image to ImageDraw.

Note that performance difference is negligible, the slowest part is moving pixels to and from GPU which is the same for both ways...

BTW, a tip:

If speed is not that important, you can achieve quite a good results by oversampling: Draw it 2x or 4x bigger, then downsample and you got antialiasing...

Mirek

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