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

Posted by [nixnixnix](#) on Fri, 13 Jul 2007 01:46:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Mirek,

Works great.

Hmmm so the GPU does the Draw processing eh? Even when am not drawing to the screen? (I do lots of processing before I ever send anything to be drawn to the screen)

Seems like I need to test this code on a lower spec PC to make sure its ok....

Unfortunately speed is important as I allow users to move the map with the mouse. I am sorry to lose the option of having images display the way UPP does it (I had to give this up when I moved to my own blending functions).

Nick