

---

Subject: Optimized Image painting for low-level machines...

Posted by [mirek](#) on Sun, 30 Sep 2007 08:57:57 GMT

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

---

(See Techlab for details).

U++ with 400Mhz Win98 machine -> No problem.

(Just out of curiosity, going to check with 486 120MHz now

---