Subject: how to use non integer coordinates (like OpenGL) with Draw?
Posted by ajmf77 on Fri, 05 Oct 2007 20:00:18 GMT

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Hi:

I am wondering with Draw funcionality, but for now, can't know well many of them:

First, for now, how can i use non integer coordinates, like OpenGL, with Draw, and manipulate mouse coordinates for the feedback?

Thanks in advance!

Project Engineer