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Subject: Re: High Performance Drawing

Posted by [mirek](#) on Wed, 02 Jan 2008 21:00:26 GMT

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cbpporter wrote on Wed, 02 January 2008 12:11

On a note to Mirek, ImageDraw is NoCopy, it can not be initialized with an Image and it does not even retrieve the size. This pretty much limits it's use and it is not possible to create a persistent backbuffer.

Yes. It is because Image is always rather considered a "client-side" matrix of pixels. Therefore sort of planned solution is to introduce software rendering into this matrix.

Maybe "BackDraw" represents what you need better for now.

Mirek

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