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Subject: Re: NetBSD port

Posted by [mirek](#) on Mon, 06 Mar 2006 09:41:27 GMT

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lundman wrote on Mon, 06 March 2006 04:24

Yeah, that was my guess. I did some poking around in PixelArray and got the first dialog up ok. But would require a lot more to do anything useful.

Well, PixelArray will likely be gone in next Draw... That is why it is not a good time for fixing this now..

Mirek

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