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Subject: Drag & Drop Sample Size

Posted by [mrjt](#) on Mon, 28 Jul 2008 13:55:37 GMT

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Is there a good reason why the DnD sample size is fixed at such a small size? I'm guessing (from my limited understanding of the code) that one reason is that you have to do the alpha blending yourself and you are worried about performance on larger samples?

But this still needs to be configurable, the current sample size is useless for the information I display (not enough horizontal space by a long way).

I'm pretty sure this used to work OK too...

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