Subject: How to efficiently update a large Image?
Posted by Tom1 on Mon, 27 Jul 2009 10:24:14 GMT

Hi,

I need to frequently update a small amount of pixels in a relatively large image (e.g. 1920x1200) and then draw the parts of image on screen. Unfortunately the following code is too slow:

```
ImageBuffer ib(image);
// .. here's the manipulation of the ib
image=ib;
```

Help, anybody?

(I used to have my own graphics layer implemented for GDI and X11 but they just badly broke down due to the recent Draw virtualization.)

// Tom