Subject: Re: How to efficiently update a large Image?
Posted by mirek on Tue, 28 Jul 2009 14:29:26 GMT
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Tom1 wrote on Tue, 28 July 2009 05:16
SetSurface(SystemDraw& w, Rect src, Rect target, Size sz, RGBA *pixelbuffer)

If you can provide X11 and Win32 versions, I would be happy to add it.

Anyway, now thinking, maybe it should be Draw& after all, because that is what we have in Paint, with runtime check that it is in fact SystemDraw...

Mirek