
Subject: Re: image drawing

Posted by [koldo](#) on Tue, 27 Apr 2010 08:05:47 GMT

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raxvan wrote on Tue, 27 April 2010 08:02Hello,

I'm writing a raytracer , what is the best way to display the final image? Also i would like to be able to drag the image arround.

Thanks,
Raxvan

Hello Raxvan

The display has to be OpenGL or just a bitmap display?
