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Subject: Re: image drawing

Posted by [mrjt](#) on Tue, 27 Apr 2010 14:17:13 GMT

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Use OpenGL, it'll be a both easier and faster than any other method.

The only problem that occurs to me is image format. How are you storing the image? Are you using Upp image format or just an array of RGB(A)? The reason I ask is that if you're using Upp format on windows you'll need to swap the B & R components.

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