thanks mirek

Quote:
it has little to do with planned framebuffer target.

ofcorse, but i need to know which stuff will be nessesary and which one is optional, and just wanted to be sure i got the underlaying layer to understand right (to spot and fit the interface).

step by step we go...

just a question aside: is there *anything* concerning format conversion or bitblitting in Painter ? (i asked it already maybe).
or is the one and only supported method: RGBA throughout Upp..