
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [kohait00](#) on Fri, 09 Jul 2010 07:58:56 GMT
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i'm fine with RGBA, if painter is optimized for it, best case anyway, as far as i know, SDL does the same, everything RGBA until it is blited to destination, which may use a weired alignment / format.

the best thing would be to extend the Painter with some converterfunctions, to create i.e a ImageBuffer or sth. with the different format.. which i can write directly to framebuffer.

but first shot is ASSERT(RGBA) anyway.
