## Subject: Re: Porting SystemDraw to Frambuffer
Posted by kohait00 on Fri, 09 Jul 2010 12:42:01 GMT

Quote:
eventual conversion should be performed by framebuffer host virtualization

ofcorse, but it would be great to have some 'generic' bit bliting / stride copying functions in Painter / ImageBuffer, imagine all the weired graphics formats that could be exported with it. or is plugin/* the place for that?