Subject: Re: Porting SystemDraw to Frambuffer
Posted by mirek on Fri, 09 Jul 2010 14:44:24 GMT

kohait00 wrote on Fri, 09 July 2010 08:42Quote:
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?

We already have it. See RasterFormat.

Mirek