Subject: Re: Animated GIF support, anybody?
Posted by koldo on Wed, 08 Sep 2010 07:51:40 GMT

luzr wrote on Wed, 08 September 2010 09:23Just thinking: Does it really need to be multithreaded?

At least, perhaps it should be possible to us it single-threaded too...

Yes of course. Using SetTimeCallback(). I can include it.