Thanks a lot, Mirek, for the answer which put me into deep thinking mode and exploring the possibilities.

Quote:Hard to say, I would use 512 just like for X11. It is important to keep ResCount in sync though.

Having said all that, maybe all this approach is not the best one. Perhaps we should remove all "host platform hooks" from Image and simply provide a sort of cache only in SystemDraw, based on Image serial id.

I believe this is doable even now for MacOSX - all you need is to simply not use any of ResData, ResCount, SysRelease etc..

This was similar to what I was thinking about for the simple reason that the current approach looked too complicated to me
Another problem for us from MacOSX is that CoreGraphics is like Cairo or Upp Painter but just implemented as a layer on top of OpenGL.

Maybe we should put Upp Painter on top of mac's OpenGL or..?
Btw, google's chrome for mac uses OpenGL.

I think, I need more info about the rainbow...
Ideas?

File Attachments
1) gs_graphics3_01.jpg, downloaded 774 times