Subject: Re: Rainbow, first iteration
Posted by mirek on Mon, 04 Jul 2011 21:44:05 GMT

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kohait00 wrote on Mon, 04 July 2011 17:29
didn't watch the source development too carefully: have you added a BufferPainter creatable from an existing buffer yet? (specify the fb0 memmap directly as base, to speed up things).

Not yet.