

---

Subject: Re: Color and RGBA

Posted by [mirek](#) on Fri, 24 Feb 2012 13:05:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

BTW, final buffer rendering in Painter could be parallelized - we could then get quite close to GDI.

Another note: In painter, all lines are drawn as polygons. That is why numbers are so close...

---