Subject: Re: Drawing / Refresh   problem/questions
Posted by Didier on Tue, 22 May 2012 22:01:31 GMT

OK thanks.

What difference do you make between   ImageDraw and ImageBuffer ???
Is one Draw flavor and the other one Painter flavor ?

They work pretty much the same way:
ImageBuffer ib(size);
BufferPainter bp(ib, mode);
Paint(bp, scale);

or
ImageDraw ib(size);
Paint(ib, scale);