Subject: Re: how to dispaly moving text has any idea? Posted by Mindtraveller on Sun, 24 Jun 2012 16:51:23 GMT View Forum Message <> Reply to Message

If you want \*good\* and 100% guaranteed unflickered animation you SHOULD bypass system GUI drawing. This means using OpenGL/DirectX. OpenGL is more portable way and it is supported by U++.

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