
Subject: Re: Should we double-buffer by default?

Posted by [mirek](#) on Wed, 19 Jul 2006 19:14:29 GMT

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fudadmin wrote on Wed, 19 July 2006 13:23...CreateDIBSection technology to do fast animation in Windows. This approach gave the programmer direct access to the bitmap in system memory so that one can use optimized routines for drawing to the bitmap...
Or is that not correct?

Where is page flipping mentioned?

CreateDIBSection is great tool for direct manipulation of RGB values (and is used in Image code), but this is off-topic here.

Mirek
