
Subject: Re: Fastest way to capture control as image
Posted by [luoganda](#) on Sat, 01 Jun 2024 15:27:38 GMT
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yes, that was the 1st i checked out,
but it's too slow for eg half(or fullScreen) capture - since regular gdi funcs are used.

Anyway, thanks for the reply, maybe i'll make something out from gl code.
