
Subject: Re: DrawImage with XOR undefined
Posted by [nixnixnix](#) on Mon, 16 Apr 2007 16:33:44 GMT
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woah! so there is no way to do what I need to do?

that's it? this functionality does not exist in upp in any form?

wow.

ok so I guess I need to sample the screen at the target rect somehow before I DrawImage and then paint it back later.

Just posting to check that this is really true: this functionality is completely abandoned.

Cheers,

Nick