
Subject: Re: DrawImage with XOR undefined
Posted by [mirek](#) on Mon, 16 Apr 2007 22:07:54 GMT
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nixnixnix wrote on Mon, 16 April 2007 12:33woah! 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.

What exactly are you trying to do?

Usually, it just OK to repaint the area... See e.g. Layout designer in TheIDE - there is a lot of dragging performed, but everything is done through the repainting...

Mirek
