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Subject: Re: where is the ImageDraw::DrawPixel ?

Posted by [mirek](#) on Fri, 10 Feb 2006 06:32:32 GMT

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I am using DrawRect... in those `_very_rare_` cases when I need to draw single pixel.

The only usage that comes to mind is in DrawImage - but that will be replaced in new Draw by much faster direct access to RGBA image surface...

Mlrek

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