
Subject: SetSurface, shrink, stretch?

Posted by [avpavp](#) on Tue, 10 May 2011 12:52:54 GMT

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Can SetSurface be used to shrink or stretch an image (RGBA)? If so, how? If not, is there a way? What is the fastest way?

Thanks

Subject: Re: SetSurface, shrink, stretch?

Posted by [dolik.rce](#) on Tue, 10 May 2011 20:09:19 GMT

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avpavp wrote on Tue, 10 May 2011 14:52: Can SetSurface be used to shrink or stretch an image (RGBA)? If so, how? If not, is there a way? What is the fastest way?

Thanks

No, SetSurface doesn't perform any rescaling. It is intended mainly for fast picture copying (especially buffer -> screen, which is specially optimized). To rescale image, you can use for example any of the DrawImage() functions.

Best regards,
Honza
