
Subject: Re: DirectColor on linux
Posted by [davidf](#) on Tue, 23 Nov 1999 08:00:00 GMT
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Vincent Favre-Nicolin (favre@polycnrs-gre.fr) writes:

- > Well, I would like very much not using XOR, but then
- > I would have to redisplay the image (they can be up to 5000x3500,float)
- > each time I add some text on it. A bit time and memory-consuming...

Well, not really. With Device Copy you can repair just that portion of the window that you drew something on. That is usually an extremely small region (e.g., a selection box, maybe). This is absolutely lickity-split. It takes no time at all. Even on a 5000 x 3500 image. :-)

Cheers,

David

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