Subject: Re: optimization question: a faster way to PIXMAP?
Posted by wrb1000 on Mon, 17 Jul 2000 07:00:00 GMT
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Dennis,

Guessing - the pixmap function interacts with the video card.
Utilizing the Z-buffer, the process is probably just a local memory
allocation/deallocation exercise. Curious to learn the results of the
POLYFILLV exercise.

Bill B.

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"They don't think it be like it is, but it do."

Oscar Gamble, NY Yankees

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