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Subject: Re: Plot into an array

Posted by [Dennis Boccippio](#) on Tue, 03 Jul 2001 15:45:27 GMT

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In article <MPG.15a62d86f1dbe18d989e18@news.frii.com>,  
david@dfanning.com (David Fanning) wrote:

Correction, after seeing Mark Hadfield's post in a later thread, I recall that the workaround to slow TVRD()'s in my case was to use polyfillv (instead of polyfill), rather than using the Z-buffer. For an arbitrary function/image, I'm not sure what the best way to things up would be for repeated TVRD()'s. Keeping the windows small helps, at the expense of resolution....

- DJB

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