
Subject: Re: Simple animation?

Posted by [David Fanning](#) on Wed, 11 Sep 2002 16:24:24 GMT

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Reimar Bauer (R.Bauer@fz-juelich.de) writes:

- > This examples show in different to pixmap which is described by Liam the
- > usage of displaying a series of images stored in a 3-d Array.
- > Device copy and pixmap is the fastest way but there is a limitation of
- > 128 possible pixmap windows.

Uh, I think Liam's example uses *one* pixmap window. :-)

Cheers,

David

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