
Subject: Re: Buffer -> Window

Posted by [Michael Wallace](#) on Tue, 14 Jun 2005 23:09:26 GMT

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> Nope.

>

> But why does it have to be an IDLgrWindow? If you just want to throw
> some bytes at the screen, can you use a direct graphics window?

Hmmm... I guess you can do that. I've heard the old mantra about not
being able to mix object graphics and direct graphics so many times, the
thought never occurred to me.
