
Subject: Re: Buffer -> Window

Posted by [Mark Hadfield](#) on Tue, 14 Jun 2005 22:15:31 GMT

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Michael Wallace wrote:

> I was just wondering if I could get around the need to define another
> view and model specifically for the window. I know, it's not a big
> deal. I was just wondering if I could do a direct copy, that's all.

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?

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