Jonathan Joseph writes:

> Technology-schmology. It's speed I'm interested in. I use app_scroll
> in another application that will view the same images without any
> problems, and the scrolling is *MUCH* slower if you have any reasonably
> sized viewing window - like 1000 x 1000 pixels.

When scrolling, usually only a *few* rows or columns need
to be drawn. Most of what you need is already on the display,
it just has to be moved with DEVICE COPY. Surely, *this*
is fast enough! :-)

Cheers,

David
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