
Subject: Re: Porting SystemDraw to Frambuffer
Posted by [kohait00](#) on Thu, 08 Jul 2010 16:46:16 GMT
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thanks mirek

Quote:

it has little to do with planned framebuffer target.

ofcourse, but i need to know which stuff will be necessary and which one is optional, and just wanted to be sure i got the underlying layer to understand right (to spot and fit the interface).

step by step we go...

just a question aside: is there *anything* concerning format conversion or bitblitting in Painter ? (i asked it already maybe).

or is the one and only supported method: RGBA throughout Upp..
