

## Re: Writing a Game, huge image scroll problem

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2005-10/msg00093.html>

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- *From:* "Lloyd Dupont" <[ld@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:ld@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sun, 9 Oct 2005 23:38:13 +1000
- 

re-reading your first post...  
why do you do all this cloning?  
isn't that useless waste of processing power?

> - a Graphic object from a bitmap, 800x600  
> - a Second bitmap  
>  
> Can i use bitblt passing  
>  
> - the graphic object of first bitmap as destination  
> - the graphic object of second bitmap as source  
> - two intptr created using getHdc()  
>  
> Because if i do that, i get no error in return value but the bitblt  
> does not work...  
I suppose so...  
Maybe they are incompatible bitmap (typicall different color space)  
But why not simply draw the second image onf the first image using variation  
of Graphics.DrawImage()?  
OKAY, you don't have all the Raster operation of GDI, but do you need them?

>  
> Now i'm downloading the DX9 :)  
>  
>  
> --  
> Kappei Jin  
> -----  
> Kappei Jin's Profile: <http://www.hightechtalks.com/m69>  
> View this thread: <http://www.hightechtalks.com/t2256512>  
>

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- *Follow-Ups:*

Re: Writing a Game, huge image scroll problem

◆ **[Re: Writing a Game, huge image scroll problem](#)**

◇ From: Kappei Jin

• **References:**

◆ **[Writing a Game, huge image scroll problem](#)**

◇ From: Kappei Jin

◆ **[Re: Writing a Game, huge image scroll problem](#)**

◇ From: Lloyd Dupont

◆ **[Re: Writing a Game, huge image scroll problem](#)**

◇ From: Kappei Jin

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