

Re: DirectX: Do I need this?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2005-07/msg01240.html>

- *From:* "Oenone" <oenone@xxxxxxxxxxxx>
 - *Date:* Wed, 13 Jul 2005 12:47:58 +0100
-

Ken Tucker [MVP] wrote:

> Directx is an low level api for creating games and multimedia
> applications. I dont think you will find much help from directx.

Hmm... Not that I'm able to offer any help to the OP, but I do think DX could potentially be useful.

It does have some restrictions and limitations, but it would mean that a thumbnail could be created by getting the graphics hardware to do the resizing. This could potentially be many times faster than a software solution.

--

(O)enone

.

• *References:*

- ◆ ***DirectX: Do I need this?***
 - ◇ *From:* johnb41
- ◆ ***Re: DirectX: Do I need this?***
 - ◇ *From:* Ken Tucker [MVP]
- Prev by Date: ***CheckedListView & Dataset***
- Next by Date: ***RE: Trap form closing***
- Previous by thread: ***Re: DirectX: Do I need this?***
- Next by thread: ***Re: DirectX: Do I need this?***
- Index(es):
 - ◆ ***Date***
 - ◆ ***Thread***