

Re: BitBlt in landscape mode

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<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2005-10/msg00688.html>

- *From:* "The PocketTV Team" <support@xxxxxxxxxxxxx>
 - *Date:* Mon, 24 Oct 2005 17:30:11 -0700
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i don't think we are talking about the same thing, so that does not really matter.

- > On systems with hardware doing the rotation yes, they will have the same
- > speed. *not* on systems without hardware rotation. *Something* has to
- > change the way data goes down the cable to the LCD to achieve rotation,
- > the driver doesn't just rewire things.

no, in that case, nothing has to be done. the image that we draw is in the correct (rotated) orientation to begin with, so the driver does not need to rotate it, and we magically get the same performances.

that's the magic :)

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- *Follow-Ups:*
 - ◆ **[Re: BitBlt in landscape mode](#)**
 - ◇ *From:* <ctacke/>
 - *References:*
 - ◆ **[BitBlt in landscape mode](#)**
 - ◇ *From:* A Grosz
 - ◆ **[Re: BitBlt in landscape mode](#)**
 - ◇ *From:* The PocketTV Team
 - ◆ **[Re: BitBlt in landscape mode](#)**
 - ◇ *From:* <ctacke/>
 - ◆ **[Re: BitBlt in landscape mode](#)**
 - ◇ *From:* The PocketTV Team
 - ◆ **[Re: BitBlt in landscape mode](#)**
 - ◇ *From:* <ctacke/>

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