



### #16: OffSample

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| Versions:   | 1.00   | April 1989   |
| Components: | OffSample.p<br>OffSample.r<br>OffSample.h<br>POffSample.make                   | April 1, 1989<br>April 1, 1989<br>April 1, 1989<br>April 1, 1989                           |
| Required:   | Offscreen.p<br>Offscreen.incl.p<br>UFailure.p<br>UFailure.incl.p<br>UFailure.a | April 1, 1989<br>April 1, 1989<br>November 1, 1988<br>November 1, 1988<br>November 1, 1988 |

OffSample demonstrates the usage of the Offscreen unit. It shows how to use off-screen bitmaps and pixel maps to produce flicker-free updating with a minimum of code restructuring. OffSample attempts to reduce the amount of “knowledge” it has of the off-screen structure so as to minimize its dependence upon that unit.

OffSample emphasizes using the Offscreen unit; it is not intended to be viewed as a complete application on which to base some larger effort. Instead, its method of using off-screen bitmaps and pixel maps should be studied and adapted to other applications that desire features like flicker-free updating.