



#16: OffSample

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