Subject: Re: G15 Display Ideas
Posted by jnz on Sun, 19 Jul 2009 16:54:45 GMT
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andr3w282 wrote on Sun, 19 July 2009 17:46hm weird its all pixelated on my g15. Im wondering, do you have the version 1 or version 2?

I think im gonna strip out your code and implement it in my way in my shaders.dll . Full credit to you for this method

It may be because of the text size, I found it did pixelate in some random situations. Try changing the font or something. I used GDI+ because there are no other tools for creating lines of text. You could just use a sprite, but I am lazy and wanted to acheive something fast.

*note, it has a huge impact on FPS. That is because of GDI+ *