

Re: .NET

Source:

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.non-technical/2005-08/msg08611.html>

- *From:* "Chris Brooksbank" <NoSpamPlease@Somewhere>
 - *Date:* Tue, 30 Aug 2005 17:47:13 +0100
-

Not sure what you mean here. As I understand it Avalon doesnt talk directly to the Video card, rather it talks to DirectX. So as long as your video card has directX drivers (and which doesnt ?) you are in business. I would be surprised (and disappointed) if Avalon talked at a very low level to the video drivers rather than going to the directX layer.

"that need different video drivers than all other apps "

• *Follow-Ups:*

- ◆ [Re: .NET](#)
 - ◇ *From:* Wayne Niddery [TeamB]

• *References:*

- ◆ [.NET](#)
 - ◇ *From:* Fedaykin
- ◆ [Re: .NET](#)
 - ◇ *From:* Abraham
- ◆ [Re: .NET](#)
 - ◇ *From:* Cool Guy
- ◆ [Re: .NET](#)
 - ◇ *From:* Rudy Velthuis [TeamB]
- ◆ [Re: .NET](#)
 - ◇ *From:* JED
- ◆ [Re: .NET](#)
 - ◇ *From:* Chris Brooksbank
- ◆ [Re: .NET](#)
 - ◇ *From:* Wayne Niddery [TeamB]

- Prev by Date: [Re: Would something like this be cool?](#)
- Next by Date: [Re: Unofficial patch for QC 14681 \(Object Inspector consumes wholescreen\)](#)
- Previous by thread: [Re: .NET](#)
- Next by thread: [Re: .NET](#)
- Index(es):

Re: .NET

- ◆ Date
- ◆ Thread