

Borland.Developer.Studio.2006.serial.key. 0E99F3692B436983E3600F1B13D1925B -... Download. Category:Borland software Category:Compilers Category:Object-oriented programming languages Category:Turbo-compiled object code Category:Pascal programming language familyQ: What are the fastest methods to render a large canvas in android? I'm trying to render a large canvas in android and i need to know the fastest method to do this? One method i found, was to use canvas.drawBitmap(), but it takes too long to render. Does anybody have any other ideas? Thanks A: I don't think you're taking into account that Android's GPU is not the same as a browser GPU, and you're not using the GPU to do most of your drawing. The GPU in Android is primarily there to do accelerated pixel drawing, and that's what you're doing. You could try to draw your canvas with OpenGL instead of using Canvas. This will be faster because OpenGL is written in C/C++, and can take advantage of the GPU. Q: unable to get the log from firebase database I have faced some issue while getting the log from firebase database, I have used FirebaseDatabase.getInstance().getReference().child("Logs").addValueEventListener for getting the log. However the log message is not getting appended in the logcat or not getting written. Following is the screenshot for the same A: The query you're trying to use is correct. However, you have to check the value from the query, so that you can append the values into the logcat. For that, write a value event listener and then call the method getValue()

FirebaseDatabase.getInstance().getReference().child("Logs").addValueEventListener(new ValueEventListener() { @Override public void onDataChange(@NonNull DataSnapshot dataSnapshot) { for (DataSnapshot ds : dataSnapshot.getChildren()) { Log.d("TAG", ds.child("date").getValue(). 2d92ce491b