
Subject: Re: High Performance Drawing
Posted by [phirox](#) on Tue, 01 Jan 2008 22:54:21 GMT
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Ok I was further playing and found out that you can use `DrawingDraw` for much faster performance. Basically this solves the problem imo.

Use the following piece of code in your Paint routine:

```
DrawingDraw dd(GetSize());  
  
dd.DrawRect(GetSize(), White);  
dd.DrawLine(x,y,150,150,50,Blue);  
  
draw.DrawDrawing(0, 0, GetSize().cx, GetSize().cy, dd);
```

You can turn on backpainting for a flicker-free version, with a small performance hit.
