

---

Subject: Re: High Performance Drawing

Posted by [cbpporter](#) on Wed, 23 Jan 2008 15:56:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So basically I need to update stuff on mouse move, and I came to this three cases that I tested:

1. When drawing a line in paint method, it is fast, but due to the need of clearing the previous position, it is flickery. Not using DrawRect, only updating minimum zone is less flickery, but still bad.

2. When pre-caching the final result in and ImageDraw, it is very slow, but no flicker.

And the strange one:

3. When instead of drawing a line, I'm resizing a control, I get no flicker and good performance. This case doesn't have the Refresh call, and also, the control itself is probably backbuffered, that's why no flicker. But why is the performance still good?

---