## Subject: Re: Correct buffering technique?
Posted by mirek on Wed, 18 Jul 2007 07:03:03 GMT

mrjt wrote on Tue, 17 July 2007 11:10I have several ctrls with slow Paint functions that display complex real-time data. Becuase certain actions can cause lots of display refreshes (like dragging a window) I would like to maintain a buffer to reduce CPU load between refreshes:

```
if (bufferdirty) {
 buffer.Create(GetView().Size());
 BufferPaint(buffer);
 bufferdirty = false;
}
buffer.Put(w, 0, 0);
```

buffer is a BackDraw object (I was going to use ImageDraw before I saw BackDraw). This seems to work OK, but is this the way to do it?

Cheers,
James


Yes, looks fine to me.

Mirek