Subject: Re: Drawing without calling Refresh()
Posted by mirek on Sat, 22 Dec 2007 10:11:30 GMT

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gm1988 wrote on Fri, 21 December 2007 08:39Everytime when I want to draw objects with Ultimate ++ I used the Refresh() function but is there a method of drawing objects without using this function and without using the Paint void?

You can use ViewDraw.

Mirek