Subject: Re: High Performance Drawing
Posted by phirox on Tue, 01 Jan 2008 22:54:21 GMT

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.