Subject: Re: Drawing and scrolling
Posted by bytefield on Fri, 29 Feb 2008 11:38:58 GMT
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Are you sure you've posted on right forum?

When use double-buffer is normal to slow a little you application, depend on your hardware. Could you post a test-case?
Guess your problem is related to scrolling, if you repaint the surface at every scrolling step it slow your application (until the paint event is ended) because scroll-bar receive his event later.
If your problem is related to C# or VB languages have you tried posting on forums which serve these languages?