
Subject: Re: RectTracker filled with black
Posted by [cbpporter](#) on Thu, 20 Mar 2008 14:31:08 GMT
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And another question: Why is void DrawDragRect(Draw& w, const Rect& rect1, const Rect& rect2, const Rect& clip, int n,

Color color, uint64 pattern) so complicated . Couldn't one use just simple DrawRects with NOTXOR drawing mode? I'm asking because I'm implementing custom draggable shapes.
