Subject: Re: RectTracker filled with black
Posted by mirek on Sat, 22 Mar 2008 19:33:36 GMT

cbpporter wrote on Thu, 20 March 2008 10:31And 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 dragable shapes.

Because of flickering.

Mirek