
Subject: Re: Raster Control

Posted by [mdelfede](#) on Tue, 01 Apr 2008 13:38:10 GMT

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Ok, thanx for suggestions !

I didn't notice the divide by 0 errors... maybe I've got them but didn't make troubles on running demo.

About scrolling, my control repaints inside cache ONLY the scrolled in part of image, that's the speed up stuff.

BUT, it repaints the whole cache on ctrl on Paint() routine.... I don't know if it's worth the effort to repaint only neede areas... For my use, the control is fast enough, and IMO checking to see what needs to be repaint from cache to ctrl is a quite big work.

I'll correct bugs later this nigh on svn. Thanx again for signaling them!

BTW.... what's your use for my control ? or was it just for testing ?

Ciao

Max
