Subject: Re: How to implent a rubber band Class in u++
Posted by tojocky on Mon, 07 Jul 2008 16:35:53 GMT

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Good example!

But how about to optimize this? When I move mouse and it is in loop, need to ADD only the last line draw but do not repaint all? This situation is when change form sizes too! I thing that a way is to set data in a Draw and every time when calls paint return from draw! Is the standard method about this?

Thank you!