
Subject: Re: How to implent a rubber band Class in u++

Posted by [tojocky](#) on Sat, 26 Jul 2008 23:02:23 GMT

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I tried to optimize this project, but i made this project more slowly and somewhere i have memory leak.

I added in RubberBandClass parameter

Quote:Drawing resultpaint;

I Tried to buffering image on MouseMove and paste buffered image in method Paint method.

I attached the project!

Help!

File Attachments

1) [RubberBandFast.zip](#), downloaded 378 times
