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

Posted by [tojocky](#) on Sat, 02 Aug 2008 07:49:27 GMT

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I found corrected project in uppdev repository. but virtual memory increasing anyway and speed is slowly!

I uploaded the original project... the virtual memory is constant and faster.

Is the Method DrawingDraw so slowly?

Thanks!

File Attachments

1) [RubberBand.7z](#), downloaded 375 times
