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

Posted by [tojocky](#) on Mon, 04 Aug 2008 16:56:06 GMT

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luzr wrote on Fri, 01 August 2008 09:53tojocky wrote on Sat, 26 July 2008 19:02I 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!

After fixing apparent bugs, I see no leak.

Anyway, Drawing will not speed this up. It would be more efficient to just add some "DrawRubber" method to your RubberBandClass.

Mirek

How can I speed up if I will have a lot of points?
