Subject: Re: How to implent a rubber band Class in u++
Posted by mirek on Mon, 04 Aug 2008 17:39:24 GMT

tojocky wrote on Mon, 04 August 2008 12:56luzr 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?

Let us put it into perspective.

How much points? How slow? How much virtual memory? What computer?

I had patience to create 3000 points band, noticing NO slowdown, VM at 6MB (normal).

(But I must admit I have top-end rig now).

Mirek