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

Posted by [tojocky](#) on Mon, 04 Aug 2008 20:33:58 GMT

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luzr wrote on Mon, 04 August 2008 20:39

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

Sorry,

OS: Windows XP SP3;

Compiler: MSC8 Debug

UPP Version: SVN 318

1. RubberBand, 5000point: The virtual memory increase from 6.8Mb to 7Mb
2. RubberBandFast, 1500 points: The virtual memory increase from 6.8 to 85Mb

The RubberBandFast is more slowly!

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