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

Posted by [mirek](#) on Tue, 05 Aug 2008 13:44:47 GMT

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The problem is

```
iw.DrawDrawing(0, 0, old_size.cx, old_size.cy, resultpaint);
```

creates very deep recursion in Drawing definition (other drawing within drawin is stored as operation). That results in slow speed and huge VM.

Mirek

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