Subject: Re: How to implent a rubber band Class in u++
Posted by tojocky on Tue, 05 Aug 2008 15:37:51 GMT

luzr wrote on Tue, 05 August 2008 16:44The 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

What another method will be more faster than DrawDrawing? May be DrawImage?