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

Posted by [mirek](#) on Tue, 05 Aug 2008 17:54:24 GMT

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tojocky wrote on Tue, 05 August 2008 11:37luzr 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?

You are limited here by the speed of DrawLine.

Anyway, 3000 points sounds like quite a lot for rubber-band. Maybe you could try to simplify it a bit?

Mirek

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