Subject: Re: How to implent a rubber band Class in u++
Posted by tojocky on Tue, 05 Aug 2008 22:29:38 GMT

luzr wrote on Tue, 05 August 2008 20:54tojocky 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 simplifify it a bit?

Mirek

I want to understand how can I optimized in drawing and to use in future! In future I can have a control that Paint will have more operations and will be more optimized to save image and set it in Paint method.