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

Posted by [mirek](#) on Wed, 06 Aug 2008 06:34:04 GMT

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Well, one method that comes to mind is to use DrawPolyline.

IMO, significant bottleneck here is that each line drawn means one system call to Win32 API.
Using Polyline this would be reduced to just single call.

Mirek
