Subject: Re: ImageBuffer Paint problem
Posted by kodos on Wed, 24 Sep 2008 19:02:03 GMT

Hm, ok I think I found a solution even if it is not really nice imho.

It works like I want it if I use an ImageBuffer but for the drawing I use the following code:

```
Image i = buffer;
draw.DrawImage(0, 0, i);
buffer = i;
```