Subject: Re: Draw::DrawImageOp optimization bug
Posted by mirek on Fri, 28 Nov 2008 12:29:52 GMT

Tom1 wrote on Fri, 28 November 2008 04:23
```
void print(){
 PrinterJob *job=new PrinterJob();
 if(job){
  if(job->Execute()){
   Draw &draw=job->GetDraw();
   draw.StartPage();
   drawimage(draw);
   draw.EndPage();
  }
  delete job;
 }
}
```

Off-topic: Why the 'new' here?

In U++, never use 'new' unless you have a VERY good reason to do so - either you are doing some too low-level or you need 'naked' polymorphy. But as for polymorphy, you can also use 'encapsulated' form with One...

Mirek