Subject: Re: Draw::DrawImageOp optimization bug
Posted by Tom1 on Fri, 28 Nov 2008 12:54:37 GMT
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Still off-topic, but even more so: I started writing applications with C++ in 1988 and for years I often ended up with stack overflow whenever I attempted to use local variables from my classes. So, I learned my lesson and started to use pointers and new/delete instead. A lot of time has passed along the way and this problem with local variables and stack overflows may well have disappeared altogether, but I seem to be stuck with my old habits. Well, maybe I will learn over the next decade or so...

// Tom