Subject: Re: How to know if I am drawing on screen?
Posted by mrjt on Tue, 09 Mar 2010 10:49:16 GMT

I don't think there is a specific way to do this. The idea is that you shouldn't care.

Maybe you could do:

```
if (dynamic_cast<SystemDraw>(&w)) {
   // Drawing to screen
}
else {
   // Drawing to some kind of buffer
}
```