Subject: Re: How to Draw without overriding Paint?
Posted by lectus on Sun, 20 Jan 2013 13:15:08 GMT

Thank you!
It works!

Let's see if I got the logic right:

1) You create a Image object as member of the class so it lasts while TopWindow lasts.

2) You draw this Image object on Paint reserving its position.

3) On any event, like the click of the button you use ImageDraw to draw anything and finally you assign it to the Image object to show it on the screen, and finally call Refresh() to update the window.