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Subject: Re: Drawing Question

Posted by [unodgs](#) on Sat, 26 Aug 2006 20:24:04 GMT

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hongdong wrote on Sat, 26 August 2006 13:46 when I look into the Paint routine of TreeCtrl and ArrayCtrl, it's strange to see when drawing a line, DrawRect is used not DrawLine, so why, can someone teach me this?

Because it is faster to draw a rectangle than a line on most GPUs. If you simulate drawing horizontal and vertical lines using rectangles, the GPU doesn't have to calculate Bresenham factors and can optimize memory writes - whatever that could mean (because it knows that gfx memory will be accessed linearly).

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