
Subject: Re: Graphics Context and Draw Object
Posted by [arixion](#) on Sat, 21 Oct 2006 04:11:05 GMT
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Hmm, Is there a way to create a Draw Object related to a control? That is really what I'm looking for. Is ViewDraw sufficient for the task? What is the paintqueue for ViewDraw? If I use ViewDraw to draw something on the screen, will that be erased on the next painting in the event loop?
