## Subject: Drawing Question
Posted by unknown user on Sat, 26 Aug 2006 17:46:48 GMT
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when look into the Paint routine of TreeCtrl and ArrayCtrl,strange to see when drawing a line,DrawRect is used not DrawLine,so why,can someone teach me this?

## 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 13:46when look into the Paint routine of TreeCtrl and ArrayCtrl,strange to see when drawing a line,DrawRect is used not DrawLine,so why,can someone teach me this?
Because is faster to draw a rectangle than a line on most gpus. If you simulate drawing horizonal and vertical lines using recangles gpu dosn't have to calculate bresenham factors and can optimize memory writes - whatever that could mean  (because it knows that gfx memory will be accessed lineary).