
Subject: Correct buffering technique?

Posted by [mrjt](#) on Tue, 17 Jul 2007 15:10:12 GMT

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I have several ctrls with slow Paint functions that display complex real-time data. Because certain actions can cause lots of display refreshes (like dragging a window) I would like to maintain a buffer to reduce CPU load between refreshes:

```
if (bufferdirty) {  
    buffer.Create(GetView().Size());  
    BufferPaint(buffer);  
    bufferdirty = false;  
}  
buffer.Put(w, 0, 0);
```

buffer is a BackDraw object (I was going to use ImageDraw before I saw BackDraw). This seems to work OK, but is this the way to do it?

Cheers,
James

Subject: Re: Correct buffering technique?

Posted by [mirek](#) on Wed, 18 Jul 2007 07:03:03 GMT

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mrjt wrote on Tue, 17 July 2007 11:10 I have several ctrls with slow Paint functions that display complex real-time data. Because certain actions can cause lots of display refreshes (like dragging a window) I would like to maintain a buffer to reduce CPU load between refreshes:

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Cheers,
James

Yes, looks fine to me.

Mirek
