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Subject: Drawing and scrolling

Posted by [wessoftware](#) on Fri, 29 Feb 2008 11:32:47 GMT

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Maybe someone can help me. I have got the following problem. I have got an image in a picturebox (using the image property) and draw some things above that (using the Paint-event).

When I manually change the scrollbars of the form, to make the picturebox scroll, it's very slow. When I remove the image, it is fast.

I'm using the double buffer for the things I draw above the image. I only can program c#.net and VB.net and using currently using .net 2003.

Need I go to .net 2005 or should be a setting been made.

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Subject: Re: Drawing and scrolling

Posted by [bytefield](#) on Fri, 29 Feb 2008 11:38:58 GMT

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Are you sure you've posted on right forum?

When use double-buffer is normal to slow a little you application, depend on your hardware. Could you post a test-case?

Guess your problem is related to scrolling, if you repaint the surface at every scrolling step it slow your application (until the paint event is ended) because scroll-bar receive his event later.

If your problem is related to C# or VB languages have you tried posting on forums which serve these languages?

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