
Subject: Re: "marching ants" rubberband box
Posted by [graves](#) on Fri, 06 Sep 2002 19:03:04 GMT
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> In Photoshop, the ants keep marching while you are drawing the
> box and even afterwards, when there is no movement at all.
> The only way to simulate that would be timer events, but
> there would be a lot of them. And--I don't know--it doesn't
> seem like science to me. The fact that there doesn't seem
> to be much in the way of CPU time taken up while the ants
> do their thing makes me think it must be some kind of build-in
> system functionality.

This had occurred to me also, that marching ants would require a lot of the CPU unless the operation was incorporated into the OS and didn't require an endless string of timer events.

Thanks for the suggestions. I too was entranced by this devilish programming challenge. :)

Ted
graves@helix.mgh.harvard.edu
