Subject: Object Graphic Slows on resize
Posted by markservetus on Fri, 15 Nov 2002 23:00:21 GMT

I have a single IDLgrView with several IDLgrImage objects (including transparancies). I drag them around and do other mouse events with objects just fine, with good performance.

However, once I resize the window and it re-draws, everything slows terribly.

It seems to me that the cache is created with their original sizes, and upon resize, all subsequent draws have to do major interpolation from the cache. The only guess that has made sense to me yet. (It happens even when I shrink the window.)

I'm on XP with 2GHz, 512 RAM, 64M Nvidia card.

Thanks!