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Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling  
IDLgrPolygon::SetProperty?

Posted by [Rick Towler](#) on Wed, 14 May 2003 16:24:07 GMT

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"Karl Schultz" wrote in message...

> "Rick Towler" wrote in message...

>> Am I interpreting this correctly or am I crazy?

>

> Yes and No.

>

> You are absolutely right. The best I can do is fix this in the next

> release.

Thanks Karl. That is the most we could expect!

-Rick

When you say "next", you do mean 6.0, right? :)

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