
Subject: Re: Why is IDLgrSrcDest::Draw so slow when calling
IDLgrPolygon::SetProperty?
Posted by [David Fanning](#) on Tue, 13 May 2003 23:34:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rick Towler (rtowler@u.washington.edu) writes:

> Am I interpreting this correctly or am I crazy?

I'm not sure you are going to like the answer in either case. :-)

Cheers,

David

--

David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
