Peter Mason (peterm@demsyd.syd.dem.csiro.au) wrote:

: <Lots of good advice about how to draw on displays>

I'd back up Peter's method 2 -- it is reliable (you get control over the
color of the line(s)), and certainly fast enough (many 10's of redraws
per second, if you want). I've always taken the simple route of copying
the entire window to a pixmap and back (especially if you are drawing
boxes or more complex shapes rather than lines), and I've found that
using normal co-ordinates is 100% reliable and results in short, easy to
read code. If you'd like a copy of a box_cursor routine that uses this
method, let me know.

Peter

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