

Graphics "goes away"

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I have written a program in C that generates up to 100 data points and plots a line to a Dialog within a Tabbed Folder using MoveToEx() – LineTo() functions.

The program can plot up to 1000 of these lines on the graph.

My problem is that on my XP SP1 machine sometimes the program simply stops drawing at some point.

Sometimes after around 150 lines and sometimes after over 500 lines -- it's not the same each time.

Most of the time it doesn't stop at all and draw all 1000 lines. And it is not crashing -- if I wait the program comes back after it would normally have plotted all of the lines.

It seems as if the program decided it doesn't want to show the lines anymore or is drawing them off screen somewhere. I'm pretty sure that isn't happening because I can set it to plot the same 1000 lines. Most of the time it does -- every now and then it doesn't

Does anyone have any suggestions, as to what is happening. The code is calculation intensive and scattered over many thousands of lines of C and many- many functions.

Is it an XP thing where I need to do something to keep XP from swapping it out? It happens even if it is the only application running.

Thanks for any direction.

JW

• *Follow-Ups:*

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Graphics "goes away"

◇ *From:* Chris Burnette

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