

Re: Problem with Graphics Class...

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2004-03/0099.html>

From: Bob Powell [MVP] (bob_at_spamkiller_bobpowell.net)

Date: 03/08/04

Date: Mon, 8 Mar 2004 10:22:52 +0100

Please post the code that causes the exception.

```
--
Bob Powell [MVP]
Visual C#, System.Drawing
Check out February's edition of Well Formed.
Non-client drawing, Graphics Transform stack and Flood-Filling
http://www.bobpowell.net/currentissue.htm
Answer those GDI+ questions with the GDI+ FAQ
http://www.bobpowell.net/gdiplus\_faq.htm
Read my Blog at http://bobpowelldotnet.blogspot.com
"Sujith Manuel" <sujith@rarefind.com> wrote in message
news:Os92B%23MBEHA.1456@TK2MSFTNGP09.phx.gbl...
> Hi All,
>
> I have a problem with System.Drawing.Graphics class. Whenever I use an
> object of graphics class, after it goes out of scope, it's giving me an
> exception as follows:
>
> "An unhandled exception of type 'System.InvalidOperationException'
occurred
> in system.drawing.dll"
> "Additional information: The object is currently in use elsewhere."
>
> Iam also using Dispose() method of Graphics Class. Anybody knows about
this
> behavior and because of this it's consuming a lot of memory.
>
> Thanks in advance,
> Sujith Manuel.
>
>
```