

Re: Threading, Loops, and Direct3D

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-04/msg02311.html>

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 - *Date:* 14 Apr 2006 21:12:24 -0700
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I apologise for the vagueness of the last, post, but my code is very complicated and by the time I'd gotten around to producing the simplest version that re-produces the problem, I had solved it. The problem was I was drawing some text directly to the screen with a `Microsoft.DirectX.Direct3D.Font` object, and I was creating a new one with each iteration of the while loop, which bogged it down after a time. Moving it to a higher context (out of the while loop) fixed it.

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