

画线 1 万条不死机的程序（可以直接放到 OnDraw 函数里面测试）

```
glColor3f(1.0f,1.0f,1.0f);
__int64  startTime,endTime,freq; double deltaTime;

QueryPerformanceCounter((LARGE_INTEGER*)&startTime);
QueryPerformanceFrequency((LARGE_INTEGER*)&freq);
for(int i = 0 ; i < 1000000 ; i++)
{
    glBegin(GL_LINES);
    glVertex2f(0.3f+1.0*i/10000000,0.3f+1.0*i/10000000);
    glVertex2f(-0.3f+1.0*i/10000000,0.0f+1.0*i/10000000);
    glEnd();
}
QueryPerformanceCounter((LARGE_INTEGER*)&endTime);

if(endTime>0 && startTime>0)
    deltaTime = (double)(endTime -startTime)*1.0 / (double)freq;
```