
Subject: Painting refactored...

Posted by [mirek](#) on Fri, 21 Jul 2006 10:17:04 GMT

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The most important difference is that frames are now transparent.

Painting engine was optimized, should be now faster.

Following complicated Ctrl virtuals are now gone:

```
virtual Vector<Rect> GetTransparentFrameRects();  
virtual Vector<Rect> GetOpaqueFrameRects();  
virtual Vector<Rect> GetTransparentViewRects();  
virtual Vector<Rect> GetOpaqueViewRects();
```

replaced by simple

```
virtual Rect  GetOpaqueRect();
```

which can simply return the opaque view rect (and painting engine uses that value to optimize drawing). Default implementation is

```
Rect Ctrl::GetOpaqueRect()  
{  
    return IsTransparent() ? Rect(0, 0, 0, 0) : GetSize();  
}
```

Mirek
