
Subject: Re: RemoveFullRefresh(), how?

Posted by [mirek](#) on Sun, 19 Feb 2006 21:00:26 GMT

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What do you expect from RemoveFullRefresh?

"HDC" painting should go like this:

```
void MyCtrl::Paint(Draw& w)
{
    HDC hdc = w.BeginGdi();
    // now use hdc
    w.EndGdi();
}
```

Of course, this is Win32 platform specific...

In X11, equivalent methods are:

```
XftDraw *GetXftDraw() const;
GetDrawable() const;
GC      GetGC() const;
```

Mirek
