Subject: Re: RemoveFullRefresh(), how?
Posted by fudadmin on Sun, 19 Feb 2006 23:10:42 GMT

luzr wrote on Sun, 19 February 2006 16:00What 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

Yes, thank you, this works. But I wanted to disable U++ Paint-Draw system ...