
Subject: Re: RemoveFullRefresh(), how?

Posted by [mirek](#) on Mon, 20 Feb 2006 08:15:42 GMT

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fudadmin wrote on Sun, 19 February 2006 18:10luzr 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 ...

Even that is possible. Depends on what level you want to do that. Relatively safe option is to use DHCtrl, which is special Ctrl that has HWND (normal Ctrls do not). Then override WindowProc and handle WM_PAINT messages.

Mirek
