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Subject: Re: DockCtrl (A dockable window widget for U++)

Posted by [mirek](#) on Fri, 28 Sep 2007 16:24:36 GMT

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unodgs wrote on Fri, 28 September 2007 10:00Quote:Interesting, what xor rectangle?

Xor works perfectly if border of rectangle is 1 pixel width. If it is more than 1 pixel and you move rectnagle by 1 pixel for example rectangle must flicker - overlaping border parts are deleted and then repainted in the same position.

AFAIK not with

Quote:

```
void DrawDragRect(Draw& w, const Rect& _rect1, const Rect& _rect2, const Rect& _clip, int n,
Color color, uint64 pattern)
```

Search it in CtrlCore for usage, this should be flicker-free - it works by xoring only "new" parts of rectangle - overlapping parts are NOT deleted

Mirek

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