
Subject: Re: BackPaintHint

Posted by [mirek](#) on Tue, 13 Nov 2007 09:17:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ops, had to remove this feature.

To my surprise, I have found that Win32 produces different results when rendering text to off-screen bitmap DC and to the screen, at least with some videocards as you can check with this code:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class Vera : public TopWindow {  
public:  
    virtual void Paint(Draw& draw);
```

```
    typedef Vera CLASSNAME;  
};
```

```
void DrawIt(Draw& w)  
{  
    w.DrawRect(0, 0, 10000, 10000, White());  
    w.DrawText(10, 10, "Vera::Paint", Font().FaceName("Bitstream Vera Sans Mono").Height(13));  
    w.DrawText(10, 30, "Arial", Arial(18));  
    w.DrawText(10, 50, "Roman", Roman(18));  
}
```

```
void Vera::Paint(Draw& w)  
{  
    DrawIt(w);  
    ImageDraw iw(200, 200);  
    DrawIt(iw);  
    w.DrawImage(100, 0, iw);  
}
```

```
GUI_APP_MAIN  
{  
    Vera().Run();  
}
```

It is best visible with Bitstream Vera Sans Mono font, but with Arial or Roman too...

Means, we cannot mix backpainting with direct painting in a single widget as it looks weird.

