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Subject: Re: flicker

Posted by [nixnixnix](#) on Tue, 13 Nov 2007 16:52:55 GMT

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Hi there,

I get a lot of flicker and I find that BackPaint() doesnt appear to make any difference.

I do all my drawing to an ImageBuffer which is the same size as my main window. I then use DrawImage to put this on the screen. I also have a DrawGrid function which draws directly to the screen but even with this turned off, I get a lot of flicker. With it switched on I get noticeable tearing as I drag the window contents with the mouse.

I have BackPaint() in my TopWindow constructor.

EDIT: I have also tried adding BackPaint from my InsetFrame and from my SplitterFrame although that is not allowed. Nothing works.

Any ideas please?

Nick

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