Subject: Re: flicker
Posted by nixnixnix on Wed, 28 Nov 2007 22:57:27 GMT

Hi Mirek,

Sorry it took so long to take you up on your kind offer. My app is kind of big and cconvoluted but here is my attempt to cut it down to size. You will see I am just drawing an uninitialised image to the screen but its the same behaviour that I see with my app and a subset of the code I use.

To explain: its a GIS style app which normally draws all sorts of interesting info to the Image m_view. If you put the mouse on the main window and drag, the map moves - and flickers

I realise I have not put BackPaint() in there but thats because it doesnt appear to make a difference.

Cheers,

Nick

File Attachments
1) TreeTest.7z, downloaded 398 times