
Subject: Re: flicker

Posted by [mirek](#) on Tue, 04 Dec 2007 10:24:07 GMT

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I made two fixes:

```
TreeTest::TreeTest()
```

```
{
```

```
.....
```

```
    BackPaint();
```

```
}
```

```
void TreeTest::DrawView(Draw& w)
```

```
{
```

```
.....
```

```
    ImageBuffer ibBk(m_rcClient.Size()); // background drawing buffer
```

```
    memset(&ibBk, 255, 4 * ibBk.GetLength());
```

...and everything seems quite OK here...

Mirek
