I'm still trying to solve this, and it seams that the only way to do it is to find an old computer, install Delphi on it and do some serious debugging on my old drawing lib.

In the mean-time, there are some experiments I would like to try. Is there a way in U++ to paint a component outside of paint method? I remember the old rule, which says: never ever cal Refresh or invalidate rect on you custom drawn controls without backbuffering, because they will flicker like hell. Just get the HDC and do a smart update. I wonder if it hold true for U++ to?