
Subject: Re: Layout and Paint event processing
Posted by [Oblivion](#) on Fri, 22 Feb 2008 12:39:35 GMT
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You are right I Use MSVC too, but can't see dots unless I de-comment the Layout() line in the GLPaint in your example

In Win32GLCtrl.cpp, line 92:

```
LRESULT GLCtrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    if(message == WM_PAINT && hDC && hRC) {
        wglMakeCurrent(hDC, hRC);
        GLPaint();
        SwapBuffers(hDC);
        wglMakeCurrent(NULL, NULL);
        PAINTSTRUCT ps;
        BeginPaint(GetHWND(), &ps);
        EndPaint(GetHWND(), &ps);
        return 0;
    }
    return DHCtrl::WindowProc(message, wParam, lParam);
}
```

It seems that Layout() is called AFTER GLPaint(). I'm not sure if this is intentional or a bug.
