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Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.

Posted by [mirek](#) on Wed, 27 Feb 2008 08:36:00 GMT

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Yes:

```
ChPaint(w, x, y, cx, cy, IsNull(paper) ? style->look[q] : paper.operator Value());
```

(BTW, not sure why simple (Value)paper does not work with GCC here, but I gave up...)

Mirek

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