Subject: Re: GLCtrl display error on Vista
Posted by kodos on Wed, 01 Oct 2008 12:50:53 GMT

Hi,

I think I have to open this thread again.
The problem is still there with the flickering in Vista, even if it is far better with the patch from luzr.
After I have reread the article on opengl.org I think I have found the problem. The WS_CLIPCHILDREN and WS_CLIPSIBLINGS have to be set on the parent window of the OpenGl control, not on the control itself.
With the following changes I haven't noticed any flickering yet:

TopWin32.cpp:86style |= WS_CAPTION|WS_CLIPSIBLINGS|WS_CLIPCHILDREN;
CtrlCore.h:1767 void Refresh() { InvalidateRect(GetHWND(), NULL, false); }
I don't call the Refresh() from Ctrl because in my tests it is not needed, but I have just done my tests with the GLCtrl and I don't know exactly what Refresh is doing.

DHCtrl.cpp:36 CreateWindowEx(0, "UPP-CLASS-A", "",
          WS_CHILD|WS_DISABLED|WS_VISIBLE,
          0, 0, 20, 20,
          phwnd, NULL, hInstance, this);
The WS_CLIPSIBLINGS and WS_CLIPCHILDREN styles can be removed from here again.

But I don't know if this changes have some side effects with other controls that derive from DHCtrl, I really just know the GLCtrl and my custom CairoCtrl.