
Subject: My Custom Control not seen

Posted by [xiackok](#) on Thu, 15 Apr 2010 22:56:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

firstly im sory for bad english.

Im new to U++. Im start to programming with c and now im coding python. But u++ is very strong and easy, i love it.

Im tryin to rewrite old ball destroying game . First i wrote all codes in to my topwindow's class. Later i cleanup and split my code into game engine and viewport control classes. The game logic in GameEngine class. Im drawing game via GameViewport (my custom ctrl) ctrl.

But i can't saw anything and i debug. And i see my main window does not call GameViewport's Paint(overrided) method so nothing to see.

I attached my app if anyone show the bug i will be so happy.

File Attachments

1) [dairerler.tar.gz](#), downloaded 210 times
