Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by kohait00 on Tue, 15 Jun 2010 13:00:33 GMT

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hey folks

the problem is still there and i cant handle it properly because the basic question is not solved yet:

?? how to Update/Refresh a LOT of different small Ctrl's in as little time as possible ???.

as far as i understand there is (for Win32 at least) the ::InvalidateRect functions called in a Refresh(), invoking a WM_PAINT message somewhere. now if shortly after this a *second* Ctrl is Updated/Refreshed, it will cause the same procedure..or is it accumulated and in some time later, the WM_PAINT would outline a rect to repaint, that contains *both* dirty Ctrl's..

i think this is a very basic question. without knowing this behaviour i cant say to wich direction to optimize the gui handling. maybe this should even go into documentation: for performance reasons..

maybe there should be a static flag which is normally on and enables refresh by default, turning it off can then give the possibility to update a bunch of ctsl at once and then reenable normal operation and call a deep refresh.. i thinnk this would be faster..

what do you think?