Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by mirek on Wed, 16 Jun 2010 05:26:21 GMT

kohait00 wrote on Tue, 15 June 2010 09:00hey 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.

InvalidateRect does not invoke WM_PAINT directly.

In either case, in Win32 or X11 (where it has to be implemented by u++), Paint is always as lazy as possible - it only happens when input queue is empty (unless you request immediate repaint using Sync).

Quote:what do you think?

I think we have spent years optimizing Refresh/Paint. You can only make it worse:)

Simply do not worry. U++ will do the best possible.