Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by kohait00 on Wed, 16 Jun 2010 07:56:49 GMT

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hy guys

Quote:
 if (manualRefresh || !IsOpen() || !IsVisible() || r.IsEmpty()) return;

this is exactly what i had been thinking of.

Quote:
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.

now this is a word. this exactly answers my questions..and creates others. how to keep the queue
busy so ith wont trigger a refresh each and everytime.

imagine: 50 devices push their live monitoring data (acutally not the problem, 48 bytes only) to the
gui, where the data income is linked to Ctrls (SetData, SetText, cusom Ctrls as well) for each
device separately. the devices fire unsynchronously, more or less every 200 ms.
==> consequence: Refreshes over and over (even with 4 devices its a problem already), because
queue is kept empty..any idea about that?

Quote:
Another possibility is changing Ctrl class.

this is what *I* want the *least*. i know of upp beeing prepared for any cases and ooptimized to
the edge. i'd rather need to rethink my model.

cheers