Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by Sender Ghost on Wed, 16 Jun 2010 15:17:33 GMT
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Please, try to uncomment LLOG(x)/LTIMING(x) defines on the top of
uppsrc/CtrlCore/CtrlDraw.cpp file to see some behaviour in the application logs compiled in debug
mode.
Also, you can use Ctrl::ShowRepaint static function to see this visually with prefered refresh rate
in milliseconds (e.g. with (Transparent/FullBack)Paint states for Ctrls globally activated by
Ctrl::GlobalBackPaint static funciton):

```
GUI_APP_MAIN
{
 Ctrl::GlobalBackPaint(true);
 Ctrl::ShowRepaint(50); // 50 ms = 20 fps
```