
Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by [Sender Ghost](#) on Wed, 16 Jun 2010 16:47:13 GMT

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kohait00 wrote on Wed, 16 June 2010 17:26

do you have some hint concerning the repaint model in upp? how is it done, what is the idea behind it?

Not exactly, except what I said before about MVC and cached data.

We can see following words from documentation for Ctrl::RefreshFrame:

Quote:

Marks requested rectangle of frame area for repainting. Actual repainting is deferred for performance reasons.

When application window moves or some application window(s) moves along it repaints appeared areas.

Also Mirek said about input queue.

May be, following caller graph diagram created by Doxygen and Graphviz programs for Ctrl::RefreshFrame (from CtrlCore perspective only) can be useful:

Actual painting (e.g. for Windows operating system) happens in virtual Ctrl::WindowProc function:

```
LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    //...
    HWND hwnd = GetHWND();
    switch(message) {
    //...
    case WM_PAINT:
        ASSERT(hwnd);
        if(IsVisible() && hwnd) {
            PAINTSTRUCT ps;
            SyncScroll();
            HDC dc = BeginPaint(hwnd, &ps);
            fullrefresh = false;
            SystemDraw draw(dc);
            //...
            UpdateArea(draw, Rect(ps.rcPaint));
            //...
            EndPaint(hwnd, &ps);
        }
        return 0L;
```

File Attachments

- 1) [RefreshFrame_CallGraph.png](#), downloaded 600 times
 - 2) [RefreshFrame_CallGraph_\(small\).png](#), downloaded 854 times
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