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Subject: Re: Question to UPP developers: the issue with windows rendering (Windows XP)

Posted by [mirek](#) on Sat, 16 Oct 2010 08:01:48 GMT

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porto wrote on Sat, 16 October 2010 02:38And the last question. Why I can't notice something like this issue with other apps?

My guess: Because you are not trying hard enough...

Quote:

This is an animation of cold start UPP application:

P.S. Thanks for your replies. Sorry for my fault-finding and taken away your valuable time.

Well, to be absolutely sure, I have tried to reproduce the problem on slowest computer I have around (Asus EEE with 1.6Ghz Atom, WinXP), found nothing.

My guess is that the effect is caused by particular setup of your machine.

Actually, within WinXP, this effect is normal - but with normal PC, it is so fast that black areas go away before they are send to the monitor.

For some reason, on your machine it is slower. Well, it CAN becaused by some particular set of flags we are using in call to CreateWindow or something like that, however we are not doing anything "illegal", just using normal Win32 API calls.

I would even tried to mingle with these flags to see if I can solve the problem for you, the problem is I cannot even reproduce the damned thing.

You might also consider upgrading your video driver...

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