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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 08:24:29 GMT

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OK, I did some test using CpuKiller (btw, useful utility, thanks), setting it at 98%.

It is true that U++ based apps show black corners. The same thing is true for following well known software:

Adobe Reader  
IrfanView  
Total Commander  
DVD Shrink

(stopped testing there).

If Adobe does not see this as problem, neither do I.

Just technical sidenote, to me it looks like technical issue behind the problem is that it depends on the way how the main window is composed. If it has a lot of child widgets, Win32 split painting widget by widget to multiple messages and this way some messages in multitasking system reach other windows. U++ is highly optimized there and paints the window in single pass.

You can even notice that if you slow down things, those windows that do not show the black corners generally paint by parts and for quite a longer time...

I guess there is little I can add here - I did not want to dismiss the issue, but this really is non-issue...