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

Posted by [porto](#) on Wed, 27 Oct 2010 12:56:16 GMT

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It seems a simple solution was found. In a method:

```
void Ctrl:: Create0 (Ctrl:: CreateBox * cr) (Win32Wnd.cpp)
```

Before showing the window, we add an extended style:

```
cr->exstyle = cr->exstyle | WS_EX_COMPOSITED;
```

After the window is shown, remove it:

```
::SetWindowLong(top->hwnd, GWL_EXSTYLE, cr->exstyle ^ WS_EX_COMPOSITED);
```

It would be nice before to check which version of Windows we have - do it if we have Windows XP or higher.

These simple changes fixed the problem, and the performance still the same.

Can I hope that someone of the developers will make these (or more correct than mine) changes to one of the following buids of UPP?

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