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

Posted by [mirek](#) on Mon, 01 Nov 2010 09:03:05 GMT

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porto wrote on Sat, 30 October 2010 07:45 There was found, I think, a good way to get away of this "issue" (the temporary addition to an extended style of windows a flag `WS_EX_KOMPOSITED *`) - but I want to find the reason of it.

Do not judge strictly an amateur in programming.

After a series of experiments with MS Spy++ utility I made some conclusions, this "issue" has two causes:

1. Child windows of traditional Windows applications have a flag of style `CS_SAVEBITS`. Child windows of UPP apps, this style does not have (or have, but not all).

I guess you have got the term "child window" wrong. `CS_SAVEBITS` is intended for popups.

Quote:

After the forced set of this flag to all windows, "issue" only occurs if UPP application is busy, for example when I opening a package in TheIDE or doing "Rescan Code".

For one thing, there are no child windows in U++... (Except `DHCtrl` descendants, but that is a special case).

My guess is that `WS_EX_COMPOSITED` only helps accidentally - it changes repainting process of windows and as side-effect, the effect is gone. In the same time, it is not unlikely that this will still depend on actual windows version, graphics driver etc...

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