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

Posted by [porto](#) on Mon, 01 Nov 2010 09:21:19 GMT

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I made changes in file Wnd32Wnd.cpp, in method:
void Ctrl::Create0(Ctrl::CreateBox *cr) (begin at line 459)

Added lines are marked in bold:

```
void Ctrl::Create0(Ctrl::CreateBox *cr)
{
    GuiLock __;
    cr->exstyle = cr->exstyle | WS_EX_COMPOSITED;
    ... some code ...

    ::ShowWindow(top->hwnd, visible ? cr->show : SW_HIDE);
    ::SetWindowLong(top->hwnd, GWL_EXSTYLE, cr->exstyle ^
WS_EX_COMPOSITED);
    ... some code ...
}
```

I really want to find out the cause of this effect. So I want to ask you, if UPP apps windows need repainting some area, they are fully updated or update only the necessary area?

I have achieved the same effect in WinAPI application by locking update in underlying window by LockWindowUpdate():

```
HWND hWnd, hWnd2;
```

```
hInst = hInstance;
```

```
hWnd = CreateWindow(szWindowClass, szTitle, WS_OVERLAPPEDWINDOW,
    CW_USEDEFAULT, 0, CW_USEDEFAULT, 0, NULL, NULL, hInstance, NULL);
```

```
hWnd2 = CreateWindow(szWindowClass, szTitle, WS_OVERLAPPEDWINDOW,
    CW_USEDEFAULT, 0, CW_USEDEFAULT, 0, NULL, NULL, hInstance, NULL);
```

```
ShowWindow(hWnd, SW_MAXIMIZED);
```

```
LockWindowUpdate(hWnd);
```

```
ShowWindow(hWnd2, SW_NORMAL);
```

```
Sleep(1000);
```

Without LockWindowUpdate() in this code the effect is gone.

My another suggestion (possibly incorrect again): in UPP apps for some reason MS Windows are not immediately sends WM_PAINT command to underlying windows.

I also tried to make the following changes: after the new window is shown, I just completely update the parent window. This is also a solution to the problem, but why Windows does not update a necessary area of parent window automatically not clear to me...
