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

Posted by [porto](#) on Wed, 03 Nov 2010 16:07:45 GMT

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As I understood from the description in MSDN the flag of extended style

"WS_EX_COMPOSITED" activates the double-buffering at the OS level (it's supported minimum in WinXP), so unlikely it will depend on the graphics card drivers. About making changes in UPP if you agree, I think the better off the flag after the full appearance of the window. About changes in UPP, if you agree, I think it's better to set off the flag after full window rendering instead after non client area rendering, it will give a smoother draw them.

You can make changes like that e.g., or more correctly: (added lines are marked in bold):

1. In file Wnd32Wnd.cpp, at begin of the method (line 459):

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

2. In file TopWin32.cpp, at end of the method (line 173):

```
void TopWindow::Open(HWND hwnd)
{
...some code...
::SetWindowLong(hwnd, GWL_EXSTYLE, ::GetWindowLong(hwnd, GWL_EXSTYLE) ^
WS_EX_COMPOSITED);
}
```
