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

Posted by [mirek](#) on Thu, 04 Nov 2010 13:27:43 GMT

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porto wrote on Mon, 01 November 2010 05:21

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...

It does. Please note that everything gets updated in the end, even when the effect is visible. What so much bothers you is the pause.

But all these things are affected by timing. Win32 simply sends some messages first, some others later, that is all. Accidentally, for U++ or IrfanView, with certain HW and system config, it means that messages required to repaint nonclient area of window are sent later.

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