Subject: Re: Question to UPP developers: the issue with windows rendering (Windows XP)
Posted by mirek on Thu, 04 Nov 2010 13:31:09 GMT
View Forum Message <> Reply to Message

porto wrote on Wed, 03 November 2010 12:07As 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

Frankly, I am undecided. Double-buffering would take toll on total performance (it eats quite some memory), is it worth to introduce this to the library just to fix repainting lag on your specific machine? Besides, it is low-level machines we are trying to fix here...

I guess if there would be some intelligent fix I might be less undecided, but COMPOSITED is quite heave weaponry for the task.