
Subject: [bug report]problem about processing WM_PAINT message

Posted by [jinshiyi11](#) on Thu, 11 Nov 2010 06:59:23 GMT

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I think the processing about WM_PAINT message in Ctrl::WindowProc(...) has some issue.
Location at the "CtrlCore\Win32Proc.cpp" file(Ctrl::WindowProc)

```
LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam) {  
...  
    case WM_PAINT:  
        ASSERT(hwnd);  
        if(IsVisible() && hwnd) {  
            //drawing code  
        }  
        return 0L;  
....  
}
```

If ctrl is not visible,then drawing code will not be executed and just return 0L.At this

process with WM_PAINT message again and again.

The Windows documentation notes that you can't use PeekMessage to remove WM_PAINT messages from the message queue.

The only way to remove a WM_PAINT message from the queue is to validate the invalid regions of the window's client area, which you can do with ValidateRect, ValidateRgn, or a BeginPaint and EndPaint pair.

I encounter this problem when I use ToolTip ctrl.The tooltip window received WM_PAINT message but it is invisible sometimes.I don't know why.
