Subject: [bug report]problem about processing WM_PAINT message
Posted by jinshiyi11 on Thu, 11 Nov 2010 06:59:23 GMT

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 unvisible sometimes.I don't konw why.