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Subject: Re: [bug report]problem about processing WM\_PAINT message

Posted by [mirek](#) on Wed, 17 Nov 2010 09:55:43 GMT

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Interesting. I have not encountered a problem there during all these years with U++, but I guess there is no reason not to fix this.

Does this:

```
case WM_PAINT:
    ASSERT(hwnd);
    if(hwnd) {
        PAINTSTRUCT ps;
        if(IsVisible())
            SyncScroll();
        HDC dc = BeginPaint(hwnd, &ps);
        fullrefresh = false;
        if(IsVisible()) {
            SystemDraw draw(dc);
#ifdef PLATFORM_WINCE
            HPALETTE hOldPal;
            if(draw.PaletteMode() && SystemDraw::AutoPalette()) {
                hOldPal = SelectPalette(dc, GetQlibPalette(), TRUE);
                int n = RealizePalette(dc);
                LLOG("In paint realized " << n << " colors");
            }
#endif
            painting = true;
            UpdateArea(draw, Rect(ps.rcPaint));
            painting = false;
#ifdef PLATFORM_WINCE
            if(draw.PaletteMode() && SystemDraw::AutoPalette())
                SelectPalette(dc, hOldPal, TRUE);
#endif
        }
        EndPaint(hwnd, &ps);
    }
    return 0L;
```

seem like appropriate fix?

Mirek

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