Subject: Dropdown Animation - continued
Posted by frankdeprins on Thu, 17 Feb 2011 14:11:45 GMT
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Hello Mirek,

Remember a while ago I was wondering why I got the impression that the dropdown animation was not really going smooth.
Well, I haven't abandoned the issue since and now I managed to take a screenshot that captures a moment in the animation.
What I find weird is the 'ghost' window behind the 'real' list that drops down. This might be the cause of some impression of flickering.
Any idea what this is and how we can avoid it?

PS: If, in the Animate function in CtrlUtil.cpp, you temporarily set anitime to some high value, like 1500 and change the sleep statement to Sleep(100) instead of Sleep(0) it becomes very observable.

I have the impression that it is the shadow frame that grows faster than the list.

File Attachments

1) animate.png, downloaded 805 times

