
Subject: Ctrl: Paint only affected area?

Posted by [Lance](#) on Sun, 20 Mar 2011 12:44:34 GMT

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Does there exist a mechanism to allow a Ctrl derivative to get informed the actual Rect that needs to be redrawn? virtual Paint(Draw& w); doesn't seem to allow that.

Or the design of Upp has determined the whole area of a Ctrl needs to be redrawn however minor the change might be.

Let's say, we have a really large ArrayCtrl/GridCtrl/etc that spans multiple monitors displaying instant stock market information. Do we need to redraw the whole array when only one cell is changed?

Thanks,
Lance
