Subject: Re: Appearance problem in TabCtrl
Posted by mirek on Tue, 24 May 2011 15:37:11 GMT

View Forum Message <> Reply to Message

qapko wrote on Tue, 24 May 2011 10:25Hello,
I have appearance problem in TabCtrl on one machine running Windows XP using Ultimate++
3211. Problem appears after setting transparent (opaque)

Is not transparent oposite of opaque?!

Quote:

```
 if(GetKind() == IMAGE_OPAQUE && paintcount == 0 && sr == Rect(sz) && IsWinNT() &&
w.IsGui()) {
  LTIMING("Image Opaque direct set");
  SetSurface(w, x, y, sz.cx, sz.cy, buffer);
//  paintcount++;  /* removing this line helped */
  return;
 }
```


Well, this piece of code is sort of optimization - if particular Image is painted only once, it is not
transfered to BITMAP and painted directly ('SetSurface'). If painted for the second time, it gets
coverted to BITMAP and painted that way, as we supposed that BITMAP is faster for repeated
paints.

By removing the line, you force U++ to paint it always directly.

So, the first estimate is that Image is misclassified. Where is Image coming from? Is it .iml file, or
is it something synthetised?

All in all, testcase would be fine...

Mirek