Subject: Re: Appearance problem in TabCtrl
Posted by qapko on Wed, 25 May 2011 13:00:26 GMT

Hello Mirek,

I've done some investigation and have some new facts:

1. The square in the first tab is classified as IMAGE_MASK. I can prove that it is really displayed in "if(GetKind() == IMAGE_MASK) {...}" statement in PaintImp method.

2. If I dump buffer of the messed image, then it is OK even in the case the image appears distorted on the screen. So the image cache is OK, I guess.

3. But when I dump dcMem of the messed image after the line with HBITMAP o = (HBITMAP)::SelectObject(dcMem, sd.hbmp) in PaintImp method, within if(GetKind() == IMAGE_OPAQUE) {...} statement, the dump is distorted. Can I guess from this that the sd.hbmp itself is distorted?

Gabi