
Subject: Re: Appearance problem in TabCtrl
Posted by [qapko](#) on Thu, 26 May 2011 08:05:58 GMT
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Hello Mirek,

I think I have a simple fix for the problem. I've attached changed ImageWin32.cpp.

On line 251 I've changed

```
sd.hbmp = ::CreateCompatibleBitmap(dc, sz.cx, sz.cy);
```

to

```
sd.hbmp = ::CreateCompatibleBitmap(dcMem, sz.cx, sz.cy);
```

At <http://msdn.microsoft.com/en-us/library/dd183488%28v=vs.85%29.aspx> it is written that: If a DIB section, which is a bitmap created by the CreateDIBSection function, is selected into the device context identified by the hdc parameter, CreateCompatibleBitmap creates a DIB section.

I have no skill with Windows API at all, so my question is: Can this really be the issue? And if it is, aren't there in the code of Ultimate++ any other places with the same problem?

Gabi

File Attachments

1) [ImageWin32.cpp](#), downloaded 666 times
