Subject: Re: Appearance problem in TabCtrl
Posted by mirek on Mon, 30 May 2011 09:54:20 GMT

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qapko wrote on Thu, 26 May 2011 04:05Hello 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%2 9.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

Well, if I am not mistaken, such a change would mean "deoptimalisation". What we want to get there is not a DIB section. DIB section is only used to transfer the data, but in resulting bitmap, we definitely want to have device dependent bitmap here.

Would it be at least possible to post .iml file here?

What about color depth in affected computer? That could easily be the difference....

Mirek