
Subject: Re: Should we double-buffer by default?
Posted by [mirek](#) on Tue, 18 Jul 2006 13:31:18 GMT
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More thoughts:

- maybe I will simply try that - make U++ back-buffering for a couple of weeks and will see. We can always get back to more complicated model
- maybe we could do some form of automatic adaptation - if average repainting time for window breaks some threshold, use direct painting instead, even if it is flickering (I would rather have resizing smooth at the price of flickering than vice versa).

Mirek
