Subject: Re: Should we double-buffer by default?
Posted by mirek on Wed, 19 Jul 2006 09:01:37 GMT

OK, I have tested on my SisGX/Sempron1.8 notebook and while the difference is small, I must say there is difference...

Means back to development.... Now I am thinking about some sort of more simple approach to the old problem.... In fact, the real trouble of all this is "sibling Ctrl intersection". That makes all the trouble, if I want really correct algorithm. Anyway, at the same time it is not very often corner case.

So my next idea is to detect this problem and perform non-buffered draw just for ctrls that do not have this problem. Also, maybe we could detect and handle unbuffered just Ctrls that are "big" (say bigger that 200x200 pixels).

I will test these new ideas tommorow or on Friday.

As for GridCtrl scrolling problem, I think I know where to look and I think it is in CtrlDraw.cpp , but sample code would help, if possible..... (upload to ftp, please).

Mirek