
Subject: Re: Should we double-buffer by default?

Posted by [unodgs](#) on Wed, 19 Jul 2006 09:18:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Wed, 19 July 2006 05:01OK, I have tested on my SisGX/Sempron1.8 notebook and while the difference is small, I must say there is difference...

Good I'm not alone

Quote:

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 than 200x200 pixels).

Could you describe the problem of sibling ctrl intersections more? (if you have time, I would like to think about solution too)

As for unbuffered draw this is some kind of idea. I would also add to this ability to set by hand if control is or isn't double buffered.

Quote:

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).

I will upload it today evenig - no problem.
