Subject: Re: Should we double-buffer by default?
Posted by mirek on Wed, 19 Jul 2006 09:47:18 GMT

Attempt to describe sibling Ctrl intersection problem:

You have opaque Ctrl (can be painted unbuffered) which is intersected by next sibling transparent Ctrl (other part of this sibling Ctrl is above either parent Ctrl or worse, can be above ANOTHER opaque sibling).

Now the correct appearance should be the same as if you paint everything from the first child to the last, doing the same for childs of childs etc... Means next sibling Ctrl should be painted over our opaque Ctrl. Note that you want to backpaint this transparent Ctrl.

This was in U++ (in old and monday/thuesday versions) solved by scanning for all transparent (or non-opaque) areas and back-painting them whith all "bellow" Ctrls (including opaque). The trouble of this approach is that some areas get painted more times.

Mirek