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

Posted by [unodgs](#) on Wed, 19 Jul 2006 14:25:41 GMT

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luzr wrote on Wed, 19 July 2006 05:47 Attempt to describe sibling Ctrl intersection problem:

You have opaque Ctrl (can be painted unbuffered) which is intersected by next sibling transparent Ctrl.

Lets be more precise. Saying sibling you mean child control or control placed somewhere next to this opaque control (but not involved into parent->child relation).

If you saying intersected you mean that a control is partialy covered by another control or that another control lies inside a control placed below it or both cases?

Quote:

(other part of this sibling Ctrl is above either parent Ctrl or worse, can be above ANOTHER opaque sibling)

Althought I think I understand it would be nice if you put some screenshot to illustrate the problem.

Sorry for going so deep into details but I want to be sure that we are speaking the same language and I understand problem correctly.