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Subject: New assert...

Posted by [mirek](#) on Sat, 05 Aug 2006 20:46:50 GMT

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Recently I have encountered several hard to spot repainting bugs caused by nested repainting (e.g., during Paint routine through a chain of method calls, Prompt gets opened).

To catch them early, I have added a new ASSERT to Win32 CtrlCore code which fails if this situation happens.

On similar note, I have added some ASSERTs to "Clip" Win32 implementation, which fails when required rectangle is wrong - that helped to catch bug in RichEdit paint.

Mirek

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