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Subject: Re: flicker

Posted by [jadeite](#) on Sun, 27 Aug 2006 13:07:53 GMT

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luzr wrote on Thu, 24 August 2006 18:19jadeite wrote on Thu, 24 August 2006 18:07Hello,

Upp 608-dev

iMac Intel core-duo, 2GB ram, 150 GB hard drive for WinXP

In the Drawing package example app, I get alot of flickering of the text "Drawing" and the grey lines when resizing the app. Do others see flickering in this example?

Most apps on this machine scream, so I'm surprised to see the flickering.

Thanks

Actually, see discussion in development threads - this is a long debate. I could avoid flickering forever adding single line to Ctrl constructor, but that would result in lower performance on older machines (including my 6 month old Sempron notebook).

So we are still trying to find the right balance...

Mirek

Interesting, you are not double buffering. Now I know why U++ apps feel so responsive and 'light' when resizing. Well, I have to admit that I am surprised that more of your controls, text, etc. do not flicker more than they do. But, basic stuff in that example flickers, so I'm guessing that in most complicated/phat apps, double buffering will be preferred. How do I easily turn on double buffering for the complete app at once? Is it a big performance killer in U++?

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