

---

Subject: Re: flicker

Posted by [unodgs](#) on Sun, 27 Aug 2006 15:38:31 GMT

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

---

jadeite wrote on Sun, 27 August 2006 09:07

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++?

Just put `BackPaint()` in your app constructor. There can be some slowdown but it is only visible if your hardware is old.

---