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Subject: Re: flicker

Posted by [jadeite](#) on Sun, 27 Aug 2006 17:01:37 GMT

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unodgs wrote on Sun, 27 August 2006 11:38jadeite 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.

That's better, much less flicker. There is no noticeable performance difference at all on my hardware.

Thanks.

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