Subject: Re: flicker
Posted by mirek on Sun, 27 Aug 2006 17:45:04 GMT

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Quote: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.

Well, because in fact, I play very complex battle with the problem... Some areas are backpainted, some are not. U++ Paint routine is one of the most complicated stuff I have ever done (and still working on it).

Mirek