
Subject: Re: DHCtrl, Ctrl NoBackPaint ignored?
Posted by [luoganda](#) on Sun, 20 May 2018 07:09:36 GMT
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Ok, then for DHCtrl it must be overridden(it's more like a sort of wild western movie :)), but what about regular Ctrl? i am not 100% sure, but i think it's the same(NoPaint,EXCLUDEPAINT ignored).

I am using DHCtrl so that native plugins(dll's) can be written, so this is a must.

2nd reason for using DHCtrl is that i can implement a buggy-less plugin through it, because upp plugins(dll) are buggy, because usually upp dll's won't work out of the box(eg adding ScrollBars via dll error).

You already mentioned in one of the posts that USEMALLOC can be used to resolve heap alloc/free problems via dll's.

I doubt that this solves this kind of problems - because two different compilers(one for main app,one for dll)

will probably produce similar error. But there is a workaround - like passing dll's allocator to mainapp and using it.

Also - you mentioned that by using USEMALLOC will reduce speed. Hmm, then i probably won't use this - even if it works.
