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Subject: Re: ScrollView - a question - maybe proposal..

Posted by [mirek](#) on Tue, 22 Jan 2019 14:59:41 GMT

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Tom1 wrote on Tue, 22 January 2019 15:34Hi,

I'm still using it in a product for scrolling a histogram plot on X11 and WinXP clients. For WinVista, Win7, Win8 and Win10 I have implemented a dual `::SetSurface()` method for similar scrolling effect. (The reason for two approaches is obtaining the optimal performance on each platform.)

If you are not in hurry with it, maybe you could keep it there for a few more years... (?)

It's not a must for me though. I can use the current U++ for those old systems (still in use by our clients) until they are phased out and replaced with new ones.

I am in no hurry :) That said, I think the time when scrolling the view was faster than repainting was like 10 years ago... With GTK and MacOS backends, it already is not implemented - it simply does Refresh.

Mirek

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