
Subject: Paint system once again refactored...

Posted by [mirek](#) on Fri, 08 Sep 2006 20:32:48 GMT

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Believe or not...

BTW, if you wish to see how U++ repaints, place `Ctrl::ShowRepaint(50)` into `GUI_APP_MAIN`.
(50 -> show repaint area for 50ms).

Areas that are backpainted because they are transparent (or are combined from several close transparent areas using heuristics) are painted blue.

Areas that are painted directly are green.

Areas that are forced backpainted (`Ctrl::BackPaint`) are red.

Mirek
