Subject: GridCtrl:  repainting performance issue in dark mode on Win 10
Posted by przem_kaz on Fri, 27 Mar 2020 19:35:27 GMT
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Hi U++ comunity,
It's seems that there is (still) some repainting performance issue with GridCtrl in Dark Mode in Win 10.
I've recompiled one of my apps that heavily used a GridGtrl with the nightly U++ and now when I switch to Dark mode in Win10 (build 1903) I notice a huge delays in repainted.
First I thought that it is some issue in my code but it is easly reproducable e.g. \reference\GridCtrlTest or example\HomeBudget have the same issue in dark mode in Win10.
On Linux seems that everything is fine with GridCtrl in dark modes but I tested only on Manjaro KDE and on Mint 19.3 with Cinamon.

Best regards
Przemek