
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++ community,

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 GridCtrl 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 easily reproducible 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
