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Subject: Graphics Context and Draw Object

Posted by [arixion](#) on Wed, 18 Oct 2006 12:52:42 GMT

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Hey, I am trying to create a version of the Scintilla control for UPP <<http://www.scintilla.org/>>. I have mostly finished my concept design, but have one major problem: Scintilla requires the use of a Surface Class, which has access to the Graphics Context. How do I get the Graphics Device Contexts (for both Windows and Linux) of Components in UPP? Or alternatively, how can I get the Draw objects associated with the painting of the components?

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