
Subject: Re: Graphics Context and Draw Object
Posted by [arixion](#) on Wed, 18 Oct 2006 13:50:14 GMT
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Scintilla comes with its own class hierarchy. The most important class that Scintilla uses is the Editor Class. To do its painting, Editor calls on the AutoSurfaace Class, which creates a surface for painting on. This Surface needs access to GCs in order to do its painting. Actually, I need to be able to create a Draw Object that is linked to the Control. Could anyone help me??
