
Subject: Re: Graphics Context and Draw Object
Posted by [mirek](#) on Sat, 21 Oct 2006 04:24:48 GMT
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arixon wrote on Sat, 21 October 2006 00:11Hmm, Is there a way to create a Draw Object related to a control?

Well, the standard way how to paint view content is to use Paint method. You can request refreshing the view area (or its portion) by calling Refresh. You can also force immediate repainting by Sync.

ViewDraw is helper, rarely used thing, but most likely it would do what you want. But yes, next paint would repaint the view again, OTOH perhaps you can leave it empty....

Anyway, I have a bad feeling about this. This is not how U++ code is supposed to work. OTOH, pushing corner limits might help to improve the U++.

Mirek
