Subject: Re: Graphics Context and Draw Object
Posted by mirek on Mon, 23 Oct 2006 15:25:55 GMT

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Quote:

I shall look at the Scintilla Library code again. But if Scintilla has such a method, which it does seem to have, how would u synchronize it with TimerAndPaint? Or are you suggesting to use that method to send a *direct* msg to the display system? Scintilla does have a sendWndMsg function...

Paint is called when either system or U++ widget requires so (second thing does not happen unless you call Refresh somewhere in the widget code). So in fact, you can think about Paint as "system requested repaint". Such thing can happen at any moment in both X11 and Win32, so scintilla MUST be able to handle such request.

So what you are supposed to do is to call scintilla's form of view area repaint in Paint method - then nothing can go wrong (even using the ViewDraw).

Mirek