Subject: Re: Graphics Context and Draw Object
Posted by mirek on Tue, 24 Oct 2006 14:09:35 GMT

View Forum Message <> Reply to Message

arixion wrote on Tue, 24 October 2006 09:23Which Refresh Function links to Paint? I don't see any.

Well, what actually happens is this: When system requires repainting of area, this request is stored for further processing. When widget requires repainting of area, this request is stored for further processing. Now when input event queue is empty and all timers are processed comes the time to actually paint something. All painting requests are combined in any way system or U++ thinks is most effective. This is done to improve performance - if the Refresh is called several times during input event processing, only one repaint is actually done.