
Subject: BackPaint question

Posted by [hojtsy](#) on Fri, 20 Jan 2006 16:45:37 GMT

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While analyzing the AnimatedHello example I found this method:

```
HelloWorld::HelloWorld()
```

```
{  
    SetTimeCallback(-40, THISBACK(Animate));  
    BackPaint();  
    Zoomable().Sizeable();  
    SetRect(0, 0, 260, 80);  
}
```

Why is the BackPaint() there? It is supposed to mean that the framework should clear the full widget to the background color before calling Paint, right? There seems to be no need for that, since the HelloWorld::Paint starts with painting the whole area with the white color.

A related question: Would it be logical for flickeing to occur in the AnimatedHello application, especially since the background seems to be painted two times with different color? I don't see any flicker, but how is it avoided?
