
Subject: Re: ScrollView() invalidated area
Posted by [Tom1](#) on Tue, 13 Mar 2007 12:18:01 GMT
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Update to the above:

Did some further digging...

It appears to me that the Ctrl::ScrollView() invalidates the rectangle once and then when the WM_PAINT comes, the Ctrl::SyncScroll() causes the invalidated rectangle to be scrolled effectively doubling the invalidated area.

I think the ScrollView should not invalidate the area but wait for the SyncScroll to do it. Or are there side effects to this approach?

Any ideas...?

-- Tom
