Subject: DHCtrl, Ctrl NoBackPaint ignored?
Posted by luoganda on Wed, 16 May 2018 14:06:10 GMT
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Using NoBackPaint or BackPaint(EXCLUDEPAINT) seems to be ignored(on DHCtrl for sure,on Ctrl probably the same).
When main window is resized, flickering is seen.
This could be probably solved on wPlatform with overriding WM_ERASEBKGND(just ret TRUE) if main Registered hBrushBack!=NULL.

Subject: Re: DHCtrl, Ctrl NoBackPaint ignored?
Posted by mirek on Fri, 18 May 2018 12:55:34 GMT
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luoganda wrote on Wed, 16 May 2018 16:06Using NoBackPaint or BackPaint(EXCLUDEPAINT) seems to be ignored(on DHCtrl for sure,on Ctrl probably the same).
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Well, if you are using DHCtrl, you are sort of supposed to override

```
virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
```

BTW, what is your reason to use DHCtrl?

Mirek

Subject: Re: DHCtrl, Ctrl NoBackPaint ignored?
Posted by luoganda on Sun, 20 May 2018 07:09:36 GMT
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Ok, then for DHCtrl it must be overriden(it's more like a sort of wild western movie),
but what about regular Ctrl? i am not 100% sure, but i think it's the same(NoPaint,EXCLUDEPAINT ignored).

I am using DHCtrl so that native plugins(dll's) can be written, so this is a must.

2nd reason for using DHCtrl is that i can implement a buggy-less plugin through it,
because upp plugins(dll) are buggy, because usually upp dll's won't work out of the box(eg adding ScrollBars via dll error).
You already mentioned in one of the posts that USEMALLOC can be used to resolve heap alloc/free problems via dll's.
I doubt that this solves this kind of problems - because two different compilers(one for main

app,one for dll)
will probably produce similar error. But there is a workaround - like passing dll's allocator to mainapp and using it.
Also - you mentioned that by using USEMALLOC will reduce speed. Hmm, then i probably won't use this - even if it works.
