Subject: Problem with DHCTRL on Windows
Posted by [mdelfede](#) on Sat, 15 Sep 2018 11:25:30 GMT

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Hi, here an animated gif explaining the problem:

when I move the cursor over ANOTHER UPP widget, my DHCTRL, which is embedded into a TabCtrl, blanks.
No refresh nor paint is triggered on it, so it must be something in Upp which repaints a white background.
I tried to set a red background on StaticRect container which is inside TabCtrl, but my DHCTRL still gets a white background
when moving the mouse outside.

I'm out of ideas... some hint on where to look ? On Linux, both X11 and GTK, it doesn't show this behaviour.

Ciao

Massimo


```
File Attachments
```
1) [myimage.gif](#), downloaded 512 times

Subject: Re: Problem with DHCTRL on Windows
Posted by [mdelfede](#) on Sat, 15 Sep 2018 13:34:03 GMT

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Weird... if I change the WindowProc like this :


```
LRESULT DHCtrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
 DEBUG_INFO("WindowProc:" << message);
--> if(message == WM_ERASEBKGND)
-->  return true;
 GuiLock __;
 return DefWindowProc(hwnd, message, wParam, lParam);
}
```


The problem disappears. Don't know why, but that's a solution at least.

Subject: Re: Problem with DHCTRL on Windows
Posted by mirek on Wed, 31 Oct 2018 14:17:42 GMT

mdelfede wrote on Sat, 15 September 2018 15:34Weird... if I change the WindowProc like this :

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LRESULT DHCtrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
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 GuiLock __;
 return DefWindowProc(hwnd, message, wParam, lParam);
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The problem disappears. Don't know why, but that's a solution at least.

Hi,

I have to say I am now in intense period of OpenGL development. I will probably cause you some problems, right now I suppose that "picking" does not work anymore (but IMO it should have been implemented separately anyway).

Things I have changed (so far just in Win32):

There is now just single OpenGL context. That is all that is required - OpenGL can switch context between windows. So it is faster and more importantly, textures etc.. can now be shared between windows safely.

I have noticed that if OpenGL view is part of application, some things are less snappy (e.g. when Splitter is involved), so I was playing with WM_PAINT a bit.

BTW, I think that I have did the same fix as you suggest independently, so perhaps you just updated to some intermediate variant.

Subject: Re: Problem with DHCTRL on Windows
Posted by mdelfede on Thu, 06 Dec 2018 23:14:03 GMT

Hi Mirek,

as usual, very late reply, but I still don't get ANY notification from UPP forums.
I tried all, but no way. Even no notifications on private messages... that's becoming quite frustrating.