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Subject: DHCTRL not refreshed  
Posted by [mdelfede](#) on Thu, 03 Jan 2019 17:50:43 GMT  
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Hi,

I've this problem in Windows 7; the DHCTRL is inside a TabCtrl.  
It doesn't get refreshed when moving another window over it. The refresh happens ONLY when I move the mouse over an object (which triggers the update from my code). You can see from the image below:

I tried to set some breakpoints in refresh and status code, it doesn't get called when moving something over my control.  
Putting a breakpoint inside DHCtrl's WindowProc shows that WM\_PAINT and WM\_NCPAINT event are indeed sent by windows, but probably they're not processed.  
On Linux it's all ok, as usual.

#### File Attachments

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1) [dhctrl.PNG](#), downloaded 425 times

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Subject: Re: DHCTRL not refreshed  
Posted by [mdelfede](#) on Thu, 03 Jan 2019 18:21:49 GMT  
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The above problem is ONLY on Windows7 on a real machine.  
The same thing DOESN'T HAPPEN on a windows 7 under VirtualBox... weird.

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Subject: Re: DHCTRL not refreshed  
Posted by [mirek](#) on Sat, 05 Jan 2019 12:21:01 GMT  
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Not having Win7 machine around, I will for now hope you will have luck resolving this...

Mirek

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Subject: Re: DHCTRL not refreshed  
Posted by [mdelfede](#) on Sat, 05 Jan 2019 14:26:15 GMT  
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Hi,

I'm fixing some printing stuffs on my app, then I'll look at this problem.

The weird stuff is that it behaves differently on VirtualBox and on a real machine, both with windows 7...

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Subject: Re: DHCTRL not refreshed  
Posted by [mdelfede](#) on Mon, 14 Jan 2019 18:29:25 GMT  
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Hi Mirek,

this is "solved" modifying the window proc of my ctrl like this :

```
LRESULT OCEView::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    if(message == WM_PAINT)
    {
        RefreshLayout();
    }
    return DHCtrl::WindowProc(message, wParam, lParam);
}
```

Don't ask why... I really don't know. I've tried with everything else with no changes or crashes. This one works. Simple Refresh() doesn't, nor UpdateWindow nor anything else.

Ciao

Massimo

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Subject: Re: DHCTRL not refreshed  
Posted by [mirek](#) on Mon, 14 Jan 2019 21:58:34 GMT  
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Would it work if put after

```
LRESULT GLCtrl::GLPane::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    if(message == WM_PAINT && s_openGLContext) {
```

?

Mirek

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Subject: Re: DHCTRL not refreshed  
Posted by [mdelfede](#) on Mon, 14 Jan 2019 23:08:47 GMT  
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Hi,

I'm not using GLCtrl but DHCtrl directly...OpenCascade library already has the OpenGL layer, just needs an hwnd.

EDIT

Thinking a bit more... I could use the generic interface of OpenCascade, which should do the job with your GLCtrl control. It's called Aspect\_NeutralWindow, in replacement of WNT\_Window and X11\_Window, and requires the "manual" context creation, which your control does.

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Subject: Re: DHCTRL not refreshed  
Posted by [mirek](#) on Tue, 15 Jan 2019 08:07:33 GMT  
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mdelfede wrote on Tue, 15 January 2019 00:08Hi,

I'm not using GLCtrl but DHCtrl directly...OpenCascade library already has the OpenGL layer, just needs an hwnd.

EDIT

Thinking a bit more... I could use the generic interface of OpenCascade, which should do the job with your GLCtrl control. It's called Aspect\_NeutralWindow, in replacement of WNT\_Window and X11\_Window, and requires the "manual" context creation, which your control does.

Well, could you please test our OpenGL Ctrl (e.g. OpenGL/examples) with Win7?

Mirek

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