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Subject: GridCtrl: repainting performance issue in dark mode on Win 10

Posted by [przem\\_kaz](#) on Fri, 27 Mar 2020 19:35:27 GMT

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Hi U++ community,

It's seems that there is (still) some repainting performance issue with GridCtrl in Dark Mode in Win 10.

I've recompiled one of my apps that heavily used a GridGtrl with the nightly U++ and now when I switch to Dark mode in Win10 (build 1903) I notice a huge delays in repainted.

First I thought that it is some issue in my code but it is easily reproducible e.g.

`\reference\GridCtrlTest` or `example\HomeBudget` have the same issue in dark mode in Win10.

On Linux seems that everything is fine with GridCtrl in dark modes but I tested only on Manjaro KDE and on Mint 19.3 with Cinamon.

Best regards

Przemek

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Subject: Re: GridCtrl: repainting performance issue in dark mode on Win 10

Posted by [mirek](#) on Sat, 28 Mar 2020 19:40:13 GMT

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przem\_kaz wrote on Fri, 27 March 2020 20:35Hi U++ community,

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Best regards

Przemek

Good catch, thank you. I think I know what the problem is, trying to fix it.

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Subject: Re: GridCtrl: repainting performance issue in dark mode on Win 10

Posted by [mirek](#) on Sun, 29 Mar 2020 11:42:54 GMT

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przem\_kaz wrote on Fri, 27 March 2020 20:35Hi U++ community,

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Best regards  
Przemek

Hopefully fixed in trunk, please check.

Mirek

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Subject: Re: GridCtrl: repainting performance issue in dark mode on Win 10  
Posted by [przem\\_kaz](#) on Sun, 29 Mar 2020 15:30:55 GMT  
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With the latest version from trunk, looks like GridCtrl in dark mode on Win10 works as expected.

Thank you Mirek!

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