
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

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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Przemek

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

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

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!
