Subject: How do I scroll multiple GLCtrls without screen tearing?
Posted by jjacksonRIAB on Mon, 03 May 2021 00:59:57 GMT
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I have an Array filled with heterogeneous Ctrl objects, some custom, that all seem to scroll properly but when I use GLCtrl it causes screen tearing while scrolling even if the GLCtrl is empty. Additionally the GLCtrls don't seem to be clipped so they always stay topmost object, drawing on top of other graphical elements. Is there any way to prevent this behavior?