Subject: TabCtrl news...
Posted by mirek on Fri, 14 Jul 2006 22:02:37 GMT
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In order to chameleonize it, I have rewritten TabCtrl from the scratch... (means expect all kinds of troubles..)

Mirek

Subject: Re: TabCtrl news...
Posted by unodgs on Sat, 15 Jul 2006 07:49:55 GMT
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luzr wrote on Fri, 14 July 2006 18:02In order to chameleonize it, I have rewritten TabCtrl from the scratch... (means expect all kinds of troubles..)

Mirek

First trouble is the view frame is too big at the bottom. Second is the body of tabctrl is filled with a color during resizeing and it couse ugly flickering when others controls are placed on it. Besides: new tab looks very good!

Subject: Re: TabCtrl news...
Posted by unodgs on Sat, 15 Jul 2006 07:51:50 GMT
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The test view frame bug just do:

```
ArrayCtrl arr;
tab.Add("Tab1", arr.SizePos());
```

Subject: Re: TabCtrl news...
Posted by mirek on Sat, 15 Jul 2006 09:04:31 GMT
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"view frame bug" is fixed, however, I do not see flickering... Any testcase?

Mirek

Subject: Re: TabCtrl news...
Posted by unodgs on Sat, 15 Jul 2006 10:40:12 GMT

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luzr wrote on Sat, 15 July 2006 05:04"view frame bug" is fixed, however, I do not see flickering...
Any testcase?
Mirek

Is now backpaint set to on by default? I had flickering because in constructor of my app was BackPaint(false).

Subject: Re: TabCtrl news...
Posted by unodgs on Sat, 15 Jul 2006 10:45:22 GMT
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Anyway, before new tabctrl even with backpaint set to off there was no flickering when resizeing the application.

Subject: Re: TabCtrl news...
Posted by mirek on Sat, 15 Jul 2006 11:01:04 GMT
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No. There is however difference between old and new TabCtrl - old one was single Ctrl with "areas" defined, while new one is composition of 3 Ctrls.

Anyway, I still do not see any flickering... And no, BackPaint is not "on" by default (although I would like to do that, you know

However, still have not noticed any flickering.

Mirek

Subject: Re: TabCtrl news...
Posted by mirek on Sat, 15 Jul 2006 11:03:37 GMT
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UPDATE: Flickering noticed

Mirek

Subject: Re: TabCtrl news...
Posted by mirek on Sat, 15 Jul 2006 11:10:31 GMT
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unodgs wrote on Sat, 15 July 2006 06:40luzr wrote on Sat, 15 July 2006 05:04"view frame bug" is fixed, however, I do not see flickering... Any testcase?
Mirek

Is now backpaint set to on by default? I had flickering because in constructor of my app was BackPaint(false).

Backpaint is not on, but TRANSPARENTBACKPAINT is (and ever was).

TabCtrl is now Transparent.

Seems like the time has come to improve painting model....

Mirek

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