Subject: flicker
Posted by jadeite on Thu, 24 Aug 2006 22:07:27 GMT

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Hello,

Upp 608-dev
iMac Intel core-duo, 2GB ram, 150 GB hard drive for WinXP

In the Drawing package example app, I get alot of flickering of the text "Drawing" and the grey lines when resizing the app. Do others see flickering in this example?

Most apps on this machine scream, so I'm surprised to see the flickering.

Thanks

Subject: Re: flicker
Posted by mirek on Thu, 24 Aug 2006 22:19:20 GMT

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jadeite wrote on Thu, 24 August 2006 18:07Hello,

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iMac Intel core-duo, 2GB ram, 150 GB hard drive for WinXP

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Actually, see discussion in development threads - this is a long debate. I could avoid flickering forever adding single line to Ctrl constructor, but that would result in lower performance on older machines (including my 6 month old Sempron notebook).

So we are still trying to find the right balance...

Mirek

Subject: Re: flicker
Posted by jadeite on Sun, 27 Aug 2006 13:07:53 GMT

luzr wrote on Thu, 24 August 2006 18:19jadeite wrote on Thu, 24 August 2006 18:07Hello,

Upp 608-dev
iMac Intel core-duo, 2GB ram, 150 GB hard drive for WinXP

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Mirek
Interesting, you are not double buffering. Now I know why U++ apps feel so responsive and 'light' when resizing. Well, I have to admit that I am surprised that more of your controls, text, etc. do not flicker more than they do. But, basic stuff in that example flickers, so I'm guessing that in most complicated/phat apps, double buffering will be preferred. How do I easily turn on double buffering for the complete app at once? Is it a big performance killer in U++?

Subject: Re: flicker
Posted by unodgs on Sun, 27 Aug 2006 15:38:31 GMT

jadeite wrote on Sun, 27 August 2006 09:07
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Just put BackPaint() in your app constructor. There can be some slowdown but it is only visible if your hardware is old.

Subject: Re: flicker
Posted by jadeite on Sun, 27 Aug 2006 17:01:37 GMT

unodgs wrote on Sun, 27 August 2006 11:38jadeite wrote on Sun, 27 August 2006 09:07 Interesting, you are not double buffering. Now I know why U++ apps feel so responsive and 'light' when resizing. Well, I have to admit that I am surprised that more of your controls, text, etc. do not flicker more than they do. But, basic stuff in that example flickers, so I'm guessing that in most complicated/phat apps, double buffering will be preferred. How do I easily turn on double buffering for the complete app at once? Is it a big performance killer in U++?

Just put BackPaint() in your app constructor. There can be some slowdown but it is only visible if your hardware is old.
That's better, much less flicker. There is no noticeable performance difference at all on my hardware.
Thanks.

Subject: Re: flicker
Posted by mirek on Sun, 27 Aug 2006 17:41:50 GMT

unodgs wrote on Sun, 27 August 2006 11:38jadeite wrote on Sun, 27 August 2006 09:07 Interesting, you are not double buffering. Now I know why U++ apps feel so responsive and 'light' when resizing. Well, I have to admit that I am surprised that more of your controls, text, etc. do not flicker more than they do. But, basic stuff in that example flickers, so I'm guessing that in most complicated/phat apps, double buffering will be preferred. How do I easily turn on double buffering for the complete app at once? Is it a big performance killer in U++?

Just put BackPaint() in your app constructor. There can be some slowdown but it is only visible if your hardware is old.

Well, to be more correct, call it for all of your main windows...

In fact, I think that we should backpaint much more than we do now, virtually all of "small" Ctrls. Maybe the BackPaint (or better Transparent, which implies BackPaint) could be default...

Mirek

Subject: Re: flicker
Posted by mirek on Sun, 27 Aug 2006 17:45:04 GMT

Quote:Interesting, you are not double buffering. Now I know why U++ apps feel so responsive and 'light' when resizing. Well, I have to admit that I am surprised that more of your controls, text, etc.

Well, because in fact, I play very complex battle with the problem... Some areas are backpainted, some are not. U++ Paint routine is one of the most complicated stuff I have ever done (and still

working on it).

Mirek

Subject: Re: flicker
Posted by nixnixnix on Tue, 13 Nov 2007 16:52:55 GMT
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Hi there,

I get a lot of flicker and I find that BackPaint() doesnt appear to make any difference.

I do all my drawing to an ImageBuffer which is the same size as my main window. I then use DrawImage to put this on the screen. I also have a DrawGrid function which draws directly to the screen but even with this turned off, I get a lot of flicker. With it switched on I get noticeable tearing as I drag the window contents with the mouse.

I have BackPaint() in my TopWindow constructor.

EDIT: I have also tried adding BackPaint from my InsetFrame and from my SplitterFrame although that is not allowed. Nothing works.

Any ideas please?

Nick

Subject: Re: flicker
Posted by mirek on Sun, 18 Nov 2007 21:27:34 GMT
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nixnixnix wrote on Tue, 13 November 2007 11:52Hi there,

I get a lot of flicker and I find that BackPaint() doesnt appear to make any difference.

I have BackPaint() in my TopWindow constructor.

EDIT: I have also tried adding BackPaint from my InsetFrame and from my SplitterFrame although that is not allowed. Nothing works.

Any ideas please?

Nick

Hard to say. Basically, if you have BackPaint there, BackPaint is what you get...

Testcase needed to provide more info.

Mirek

Subject: Re: flicker
Posted by nixnixnix on Wed, 28 Nov 2007 22:57:27 GMT
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Hi Mirek,

Sorry it took so long to take you up on your kind offer. My app is kind of big and cconvoluted but here is my attempt to cut it down to size. You will see I am just drawing an uninitialised image to the screen but its the same behaviour that I see with my app and a subset of the code I use.

To explain: its a GIS style app which normally draws all sorts of interesting info to the Image m_view. If you put the mouse on the main window and drag, the map moves - and flickers

I realise I have not put BackPaint() in there but thats because it doesnt appear to make a difference.

Cheers,

Nick

File Attachments
1) TreeTest.7z, downloaded 486 times

Subject: Re: flicker
Posted by mirek on Tue, 04 Dec 2007 10:24:07 GMT
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I made two fixes:

TreeTest::TreeTest()
{
......
 BackPaint();
}

void TreeTest::DrawView(Draw& w)
{
.....

ImageBuffer ibBk(m_rcClient.Size()); // background drawing buffer

memset(~ibBk, 255, 4 * ibBk.GetLength());

...and everything seems quite OK here...

Mirek

Subject: Re: flicker
Posted by nixnixnix on Thu, 06 Dec 2007 16:25:17 GMT
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Thanks Mirek,

I feel a little stupid - the problem was that I was painting the screen white in MouseMove(). Now its fine with or without BackPaint() - doh!