Subject: ScrollView() invalidated area
Posted by Tom1 on Tue, 13 Mar 2007 10:44:46 GMT
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Hi,

I need to use ScrollView(-1,0) to scroll the graphical contents of the view and I noticed that the invalidated rectangle at the right edge of the window seems to be two pixels wide instead of just one.

Where can I fix this? (Or do you have a solution available?)

-- Tom

Subject: Re: ScrollView() invalidated area
Posted by Tom1 on Tue, 13 Mar 2007 12:18:01 GMT
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Update to the above:

Did some further digging...

It appears to me that the Ctrl::ScrollView() invalidates the rectangle once and then when the WM_PAINT comes, the Ctrl::SyncScroll() causes the invalidated rectangle to be scrolled effectively doubling the invalidated area.

I think the ScrollView should not invalidate the area but wait for the SyncScroll to do it. Or are there side effects to this approach?

Any ideas...?

-- Tom

Subject: Re: ScrollView() invalidated area
Posted by mirek on Tue, 13 Mar 2007 15:01:31 GMT
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Tom1 wrote on Tue, 13 March 2007 08:18Update to the above:

Did some further digging...

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I think the ScrollView should not invalidate the area but wait for the SyncScroll to do it. Or are there side effects to this approach?

Any ideas...?

-- Tom

Well, there is one important thing to understand here:

ScrollView is just a form of Refresh. There is no guarantee about what is the invalidated area.

ScrollView basically says that the area *CAN* be repainted while reusing existing content and moving it somehow. Implementation can but does not need to use this knowledge.

This all was decided to resolve problem with combined scrolls, scrolling child widgets and many other issues. Current implementation is maybe a little bit too conservative as it sometimes repaints bigger areas than needed (but in practice, this is little problem).

Mirek

Subject: Re: ScrollView() invalidated area
Posted by Tom1 on Tue, 13 Mar 2007 15:48:17 GMT
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First: I'm am very impressed by the work you have done with the Upp. It's really great.

And yes; I understand that ScrollView does not make any guarantees about the invalidated region or rectangle. I also agree with you that this is NOT a bug. However, I will need optimized scrolling for my application because of the high time requirement of rendering images (even though I already switched from DrawImage() to SetSurface()) and I guess this slight refinement would not hurt anybody, right?

If I come up with something that works, are you prepared to merge it into Upp?

-- Tom
