## Subject: BackPaint issues
Posted by mirek on Tue, 13 Nov 2007 11:06:47 GMT

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Well, after the failure of the neat BackPaintHint idea, I decided to take another approach...

First of all, in Core there is now

bool IsDecentMachine();

which returns true for any machine >Win2000 >512MB memory (have not found better heurestics there...). (In linux, it always returns true).

I have recycled BackPaintHint for another meaning - it activates a BackPaint for widget, is IsDecentMachine is true.

In addition to that

 static void   Ctrl::GlobalBackPaint(bool b = true);

forces U++ to backpaint everything, always, and

 static void   Ctrl::GlobalBackPaintHint();

does the same IF the machine is "decent".

Mirek