Subject: RemoveFullRefresh(), how?
Posted by fudadmin on Sun, 19 Feb 2006 19:46:20 GMT
View Forum Message <> Reply to Message

I want to use HDC m_hdc=GetDC() and paint myself. I've found RemoveFullRefresh() method but I've got an error:
Ctrl::RemoveFullRefresh' : cannot access private member declared in class 'Ctrl'. How could I use it or what are the alternatives?

Subject: Re: RemoveFullRefresh(), how?
Posted by mirek on Sun, 19 Feb 2006 21:00:26 GMT
View Forum Message <> Reply to Message

What do you expect from RemoveFullRefresh?

"HDC" painting should go like this:

```
void MyCtrl::Paint(Draw& w)
{
   HDC hdc = w.BeginGdi();
// now use hdc
   w.EndGdi();
}
```

Of course, this is Win32 platform specific...

In X11, equivalent methods are:

XftDraw *GetXftDraw() const;
GetDrawable() const;
GC   GetGC() const;

Mirek

Subject: Re: RemoveFullRefresh(), how?
Posted by fudadmin on Sun, 19 Feb 2006 23:10:42 GMT
View Forum Message <> Reply to Message

luzr wrote on Sun, 19 February 2006 16:00What do you expect from RemoveFullRefresh?

"HDC" painting should go like this:

```
void MyCtrl::Paint(Draw& w)
{
   HDC hdc = w.BeginGdi();
// now use hdc
   w.EndGdi();
}
```

Of course, this is Win32 platform specific...

In X11, equivalent methods are:

```
XftDraw *GetXftDraw() const;
GetDrawable() const;
GC      GetGC() const;
```

Mirek

Yes, thank you, this works. But I wanted to disable U++ Paint-Draw system ...

Subject: Re: RemoveFullRefresh(), how?
Posted by mirek on Mon, 20 Feb 2006 08:15:42 GMT

fudadmin wrote on Sun, 19 February 2006 18:10luzr wrote on Sun, 19 February 2006 16:00What do you expect from RemoveFullRefresh?

"HDC" painting should go like this:


```
void MyCtrl::Paint(Draw& w)
{
   HDC hdc = w.BeginGdi();
// now use hdc
   w.EndGdi();
}
```

Of course, this is Win32 platform specific...

In X11, equivalent methods are:

```
XftDraw *GetXftDraw() const;
GetDrawable() const;
```

GC   GetGC() const;

Mirek

Yes, thank you, this works. But I wanted to disable U++ Paint-Draw system ...

Even that is possible. Depends on what level you want to do that. Relatively safe option is to use DHCtrl, which is special Ctrl that has HWND (normal Ctrls do not). Then override WindowProc and   handle WM_PAINT messages.

Mirek