Subject: Ctrl::GlobalBackPaintHint() and GLCtrl
Posted by kodos on Tue, 22 Apr 2008 16:07:19 GMT
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Hi,

I have set Ctrl::GlobalBackPaintHint() in my program because it simply looks better
But now I have added a GLCtrl to my GUI and with that option turned on it flickers like hell
I haven't found a way to prevent this but turning of the global back paint hint. Is there an other solution to my problem?

Subject: Re: Ctrl::GlobalBackPaintHint() and GLCtrl
Posted by mirek on Tue, 22 Apr 2008 16:24:30 GMT
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Likely a bug in U++. Going to check it.

Mirek

Subject: Re: Ctrl::GlobalBackPaintHint() and GLCtrl
Posted by mirek on Wed, 23 Apr 2008 07:49:59 GMT
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Fixed, unfortunately, fix too scattered to post here.

Mirek

Subject: Re: Ctrl::GlobalBackPaintHint() and GLCtrl
Posted by kodos on Wed, 23 Apr 2008 13:55:33 GMT
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Thank you

I wait for it to appear in SVN.