
Subject: Ctrl::GlobalBackPaintHint() and GLCtrl
Posted by [kodos](#) on Tue, 22 Apr 2008 16:07:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

Thank you

I wait for it to appear in SVN.