Subject: [bug report]problem about processing WM_PAINT message
Posted by jinshiyi11 on Thu, 11 Nov 2010 06:59:23 GMT
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I think the processing about WM_PAINT message in Ctrl::WindowProc(...) has some issue.
Location at the "CtrlCore\Win32Proc.cpp" file(Ctrl::WindowProc)

```
LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam) {
...
  case WM_PAINT:
 ASSERT(hwnd);
 if(IsVisible() && hwnd) {
          //drawing code
        }
        return 0L;
....
}
```

If ctrl is not visible,then drawing code will not be executed and just return 0L.At this

process with WM_PAINT message again and again.
The Windows documentation notes that you can't use PeekMessage to remove WM_PAINT messages from the message queue.
The only way to remove a WM_PAINT message from the queue is to validate the invalid regions of the window's client area, which you can do with ValidateRect, ValidateRgn, or a BeginPaint and EndPaint pair.

I encounter this problem when I use ToolTip ctrl.The tooltip window received WM_PAINT message but it is unvisible sometimes.I don't konw why.

Subject: Re: [bug report]problem about processing WM_PAINT message
Posted by mirek on Wed, 17 Nov 2010 09:55:43 GMT
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Interesting. I have not encountered a problem there during all these years with U++, but I guess there is no reason not to fix this.

Does this:

```
 case WM_PAINT:
  ASSERT(hwnd);
  if(hwnd) {
   PAINTSTRUCT ps;
   if(IsVisible())
    SyncScroll();
   HDC dc = BeginPaint(hwnd, &ps);
```

```
  fullrefresh = false;
  if(IsVisible()) {
   SystemDraw draw(dc);
#ifndef PLATFORM_WINCE
   HPALETTE hOldPal;
   if(draw.PaletteMode() && SystemDraw::AutoPalette()) {
    hOldPal = SelectPalette(dc, GetQlibPalette(), TRUE);
    int n = RealizePalette(dc);
    LLOG("In paint realized " << n << " colors");
   }
#endif
   painting = true;
   UpdateArea(draw, Rect(ps.rcPaint));
   painting = false;
#ifndef PLATFORM_WINCE
   if(draw.PaletteMode() && SystemDraw::AutoPalette())
    SelectPalette(dc, hOldPal, TRUE);
#endif
  }
  EndPaint(hwnd, &ps);
 }
 return 0L;
```

seem like appropriate fix?

Mirek
