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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 invisible sometimes.I don't konw why.

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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);
#ifdef 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;
#ifdef PLATFORM_WINCE
    if(draw.PaletteMode() && SystemDraw::AutoPalette())
        SelectPalette(dc, hOldPal, TRUE);
#endif
}
EndPaint(hwnd, &ps);
}
return 0L;
```

seem like appropriate fix?

Mirek

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