Subject: How to block background redrawing in my own widget
Posted by Zbych on Sun, 16 Oct 2016 20:37:35 GMT
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Hi,

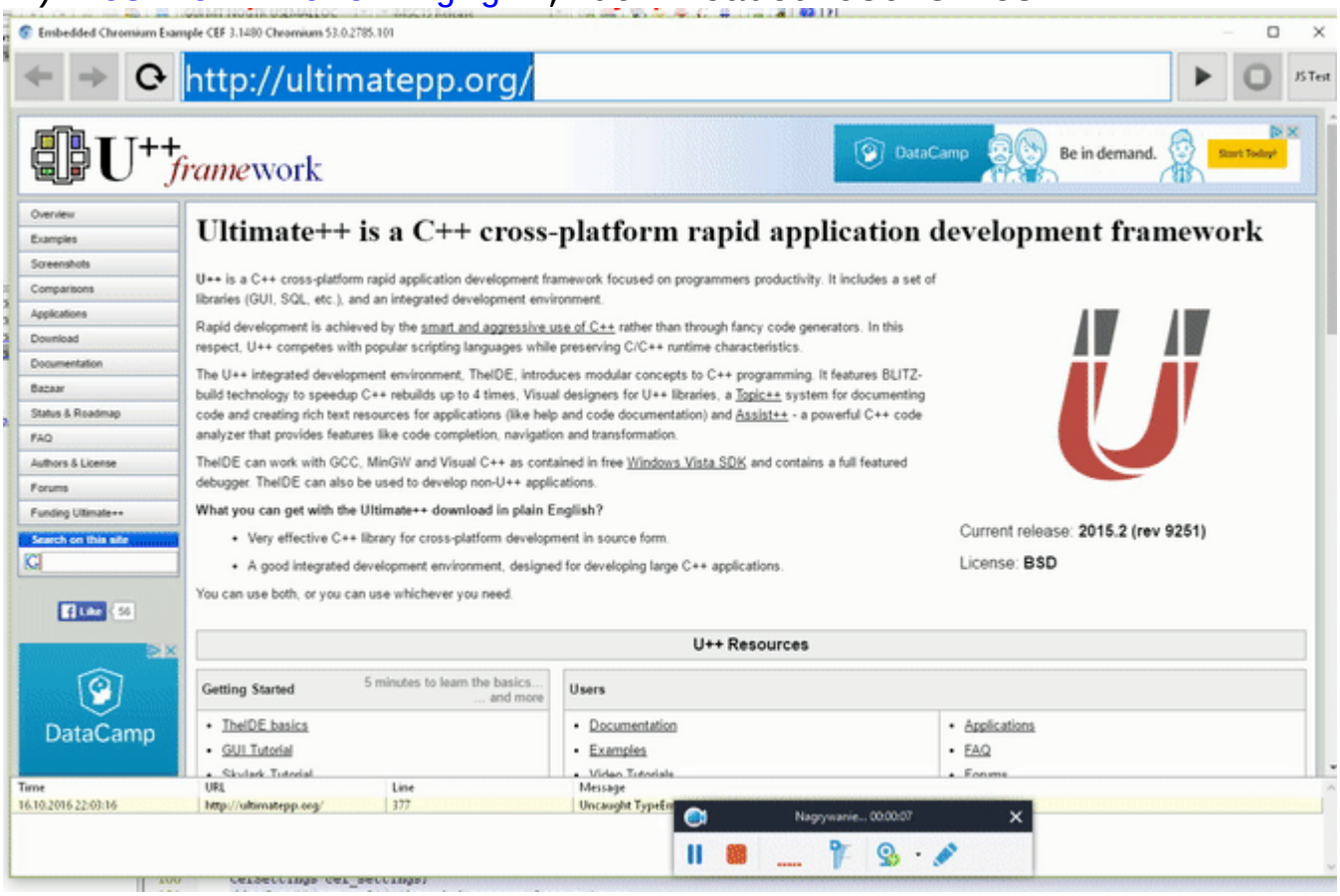
Is there any way to disable background redrawing by Ctrl class in my own widget?
I tried to call BackPaint(NOBACKPAINT) in my widget constructor, but to no avail.
Resizing chromium browser example from bazaar looks like this:

Source code: https://github.com/ultimatepp/mirror/tree/master/bazaar/Chro miumBrowser

How does DHCtrl class avoid flickering?

## File Attachments

1) resize-flickering.gif, downloaded 986 times



Subject: Re: How to block background redrawing in my own widget
Posted by mirek on Fri, 28 Oct 2016 06:35:11 GMT
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Hi,

NOBACKPAINT actually means something else: Do not use back buffer to avoid flickering.

It is completely completely ignored with DHCtrl.

Now for your issue: This will be more related to improper implementation of Chromium. Recently, I needed browser in one of my apps, I have started with Bazaar IE package, but found somewhat similar issues (flickering). I was able to fix them by fixing the package. I guess something like that is needed for Chromium Browser package....

Mirek

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Subject: Re: How to block background redrawing in my own widget
Posted by Zbych on Fri, 28 Oct 2016 12:01:06 GMT
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Thanks for explanation.

Right now I override State(int reason) function from Ctrl and when size or position is changed I call Layout function to set everything:
https://github.com/ultimatepp/mirror/blob/master/bazaar/Chro
miumBrowser/ChromiumBrowser.cpp

Windows code responsible for chrome position and size looks like this (flickering visible):

```
CefWindowHandle hwnd = handler->GetBrowser()->GetHost()->GetWindowHandle();
HDWP hdwp = BeginDeferWindowPos(1);
hdwp = DeferWindowPos(hdwp, hwnd, nullptr, r.left, r.top, r.Width(), r.Height(),
SWP_NOZORDER);
EndDeferWindowPos(hdwp);
```

Or second version (flickering visible):

```
SetWindowPos(hwnd, NULL, r.left, r.top, r.GetWidth(), r.GetHeight(), SWP_NOZORDER);
```

In third version I disabled it completely, so chrome doesn't change its size when I resize application window, but flickering is still visible.
The funny thing is, that with X11 backend flickering is not visible.

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