

Windows GDI Programming

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Validating

- Whenever either you or Windows disturbs a window a `WM_PAINT` message is sent
- The area to be repainted is the *invalid rectangle*
- The coordinates of the invalid rectangle are shipped with the `WM_PAINT` message as part of the validating process

Processing WM_PAINT

- `BeginPaint()` ... `EndPaint()`
 - Advantage: all needed validating done automatically
 - Disadvantage: invalid rectangle is same as clipping rectangle (can't draw outside invalid rectangle)
 - This approach fools Windows into believing you fixed the invalid rectangle whether you have drawn anything or not