

Desktop paints order backwards

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<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.gdi/2004-04/0276.html>

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Date: 04/28/04

Date: 28 Apr 2004 11:58:31 -0700

Hi,

I added two message-listeners (through subclassing) to the Progman and SysListView32 windows. Here is what I observe:

```
(SysListView32) message=WM_PAINT,wParam=0, lParam=0,return=0
(SysListView32) message=WM_NCPAINT,wParam=0, lParam=0,return=0
(SysListView32) message=WM_ERASEBKGDND,wParam=0, lParam=0,return=0
(SysListView32) message=LVM_GETBKCOLOR,wParam=0, lParam=0,return=0
(Progman) message=WM_ERASEBKGDND,wParam=0, lParam=0,return=0
```

What I see is that SysListView32 paints the desktop icons **before** Progman draws the desktop wallpaper. This makes no sense to me since the Progman window is located below SysListView32 and one needs to draw the wallpaper **before** the icons. I know that somehow the DC passed to Progman WM_ERASEBKGDND refers to the background of SysListView32 and this paints **under** the icons but this makes no sense to me since painting is occurring **after** icons have been drawn.

Can anyone please explain to me how this works? The reason I ask is that I am creating a new DC inside Progman's WM_ERASEBKGDND handler and when I paint to it it is painting over the icons (as expected) but I want it too to draw under the icons like the HDC passed in through wParam.

Please help,
Gili Tzabari