

Re: invalidate ??

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Create an overide event for window resize and call "Refresh()" from within it.

"Marge Inoferror" <inevercheckthis2002@yahoo.com> wrote in message news:IZTTc.1525\$yj3.257117@newssvr28.news.prodigy.com...

> *I am trying to display a number of images and have them scale when the window is resized.*

>

> *I have all the code to draw the window in an OnPaint() override.*

>

> *However, it only draws correctly the first time it is displayed. When I resize the window, it keeps the remnants of the first window and redraws only in "new" areas of the window.*

>

> *Is there a way to invalidate the entire window when OnPaint is invoked? I thought I would get that automatically and that I would have to code smaller*

> *invalidated rectangles if that's what I needed...*

>

> *Thanks,*

> *Marge*

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