

Re: Drawing on DC

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-11/msg01302.html>

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 - *Date:* Fri, 17 Nov 2006 19:54:32 -0500
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MarcoMB wrote:

i looked at Scribble example in my MSDN samples section but unfortunately i didn't find something to solve my problem, since scribble regards only line object that haven't to be continuously deleted and redrawn on DC like my geometric and user positioning object...i rather think maybe i would have to implement a buffer DC...do you?

The lesson that you should have learned from the Scribble tutorial is that you have to draw the objects in the OnDraw function. If you don't, they disappear.

The WM_MOUSEMOVE handler should just change variables and call Invalidate. It should not draw. Invalidate causes OnDraw to execute, and it uses the changed variables to draw.

Another example program that may help you is the DrawCLI MFC sample program. It is an example of a drawing editor program.

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Scott McPhillips [VC++ MVP]

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