

## Re: Displaying Text

---

*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2007-07/msg00595.html>

---

- *From:* "David Ching" <[dc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:dc@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sat, 7 Jul 2007 08:21:46 -0700
- 

"Scott McPhillips [MVP]" <[org-dot-mvps-at-scottmcp](mailto:org-dot-mvps-at-scottmcp)> wrote in message [news:pMidnTh4DdU6DxLbnZ2dnUVZ\\_oesnZ2d@xxxxxxxxxxxxxxxxxxxx](mailto:news:pMidnTh4DdU6DxLbnZ2dnUVZ_oesnZ2d@xxxxxxxxxxxxxxxxxxxx)

The reason for the flickering is that the WM\_ERASEBKGD message is sent just prior to WM\_PAINT. The default MFC message handler makes the window all white in WM\_ERASEBKGD, and this is briefly visible.

When you use a memory DC you suppress the MFC erase by overriding WM\_ERASEBKGD and doing nothing, then you combine the erase and text paint into a single visual change.

It's always bothered me that when I resize my main window, all the controls within it flicker, including the toolbar and view areas. I believe there's some sort of CS\_ style that could stop this, something like CS\_CLIPCHILDREN, or even overriding CMainFrame::OnEraseBackground() to do nothing, as you say. Do you know of any way of stopping this? I just haven't had time to research it.

Thanks,  
David