



# **Qios.DevSuite.Components KB Using DirectX on QControls**

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*Date*  
**8 August 2006**

*Version*  
**1.0**



## Using DirectX on QControls

To use DirectX surfaces on a QControl like **QPanel** or **QDockingWindow**, you need to alter some ControlStyles that are set by the Control. Container like controls set those styles because normally they draw themselves. But since a DirectX surface will be used for painting, those styles need to be turned off:

```
public class MyDockingWindow : QDockingWindow
{
    public MyDockingWindow()
    {
        this.SetStyle(ControlStyles.DoubleBuffer, false);
        this.SetStyle(ControlStyles.AllPaintingInWmPaint |
            ControlStyles.Opaque, true);
    }
}
```