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https://www.100test.com/kao_ti2020/465/2021_2022_C___E6_8A_80_E5_B7_A7_E4_c67_465554.htm 代码清单2

window_redraw_scope的节略本/* ////////////////////////////////////// * *
... * * Extract from winstl_window_redraw_scope.h *摘录

自winstl_window_redraw_scope.h * * www:

<http://www.synesis.com.au/winstl> * <http://www.winstl.org/> * *

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<http://www.synesis.com.au/licenses/ssssl.html>) * * ... * *

//////////////////////////////////// */... namespace winstl{ class
window_redraw_scope { // Construction // 构造 public: // Takes a
HWND and changes its current redraw-status, // which is set back to
the original state in the // destructor. //取得HWND 句柄并改变其
当前重画状态，在析构器中设置其回到初始状态。

ws_explicit_k window_redraw_scope(HWND hwnd, ws_bool_t
bInvalidateOnUnlock = true) : m_hwnd(hwnd),

m_bInvalidateOnUnlock(bInvalidateOnUnlock) {
::SendMessage(m_hwnd, WM_SETREDRAW, false, 0L). }

~window_redraw_scope() winstl_throw_0() {

::SendMessage(m_hwnd, WM_SETREDRAW, true, 0L).

if(m_bInvalidateOnUnlock) { ::InvalidateRect(m_hwnd, NULL,

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true). } } // Members // 成员变量 protected: HWND m_hwnd.  
ws_bool_t m_bInvalidateOnUnlock. // Not to be implemented// 不  
被实现 private: window_redraw_scope(window_redraw_scope  
const &operator =(window_redraw_scope const &rhs). }.}  
// namespace winstl 名称空间 100Test 下载频道开通，各类考试  
题目直接下载。详细请访问 www.100test.com
```