
Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by [Sender Ghost](#) on Tue, 15 Jun 2010 20:18:30 GMT

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Hello, Konstantin.

Another possibility is changing Ctrl class.
You can start with Ctrl::RefreshFrame method(s).

```
void Ctrl::RefreshFrame(const Rect& r) {  
    GuiLock __;  
    if (manualRefresh || !IsOpen() || !IsVisible() || r.IsEmpty()) return;
```

Add switches in private area of Ctrl:

```
private:  
    bool manualRefresh;
```

in public area:

```
public:  
    bool IsUpdate() const { return manualRefresh; }  
    void BeginUpdate() { manualRefresh = true; }  
    void EndUpdate() { manualRefresh = false; RefreshFrame(); }
```

Default value in Ctrl constructor:

```
Ctrl::Ctrl() {  
    GuiLock __;  
    manualRefresh = false;
```

And use in some threading function:

```
Array<Ctrl *> ctrls;  
// Adding needed ctrls to update  
// ...  
// Begin updating of ctrls  
for (int i = 0, n = ctrls.GetCount(); i < n; ++i)  
    ctrls[i]->BeginUpdate();  
// Changing data  
// ...  
// End updating of ctrls  
for (int i = 0, n = ctrls.GetCount(); i < n; ++i)  
    ctrls[i]->EndUpdate();
```