
Subject: Re: GridCtrl: Repaint bug?

Posted by [forlano](#) on Sun, 25 May 2014 08:13:19 GMT

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Solved!

After posting I had one more idea to test and it worked. The code

```
arrPlayer.MultiSort(1, GridCtrl::SORT_DOWN)
    .MultiSort(2, GridCtrl::SORT_DOWN)
    .MultiSort(0, GridCtrl::SORT_UP);
```

should be placed in the constructor and not in the callback.

The callback instead must contain the line

```
arrPlayer.ReSort();
```
