## Subject: Refresh(), Paint(Draw& w), or something else nearby?
Posted by kverko on Wed, 04 Jul 2007 18:58:27 GMT

Hi!

I have coded a little cell automat program. When I have put the step to the next cycle into a left click event handler, it did work. Now I use the SetTimeCallback function from the AnimatedHello example and it does work.
What I can no manage is to put the cycle control into the execution flow. For example I did:

```
function Steps()
{
  for(int i=0;i<1000;i++)
  {
    Step();
  }
}
function Step()
{
  Refresh();
}
```

And it does not work. The Step function is the same as in the SetTimeCallback! (Or in LeftDown.) The counting of next generation is in the Paint(Draw& w) function.

I am afraid of the counting the next generation could be longer than the timing of callback on a slower machine. Anyway I can not see, why does not work the simple code above. Or how other way can I set up the cycle control?