
Subject: Re: Refresh(), Paint(Draw& w), or something else nearby?

Posted by [mrjt](#) on Fri, 06 Jul 2007 10:02:12 GMT

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The problem is that you are running the loop from the window's constructor, but at that point the window hasn't been shown yet so Paint will not be called.

If you add the code:

```
virtual bool Key(dword key, int count) {  
    if (key == K_SPACE) {  
        for(int i=0;i<1000;i++)  
        {  
            step();  
        }  
        return true;  
    }  
    return false;  
}
```

Then pressing the space bar runs the loop correctly, repainting after every calculate(). Also you could speed up your Paint routine using an ImageBuffer (In calculate put the pixels straight into an ImageBuffer, then create an Image and paint that instead).

Nice program though, it makes pretty pictures

James
