
Subject: TreeCtrl Scroll triggers Parent Refresh
Posted by [nixnixnix](#) on Mon, 03 Sep 2007 13:50:28 GMT
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I use a SplitterFrame to split my window into a tree view and a map view (GIS-style app). My map view can take a while to draw sometimes. I have noticed that dragging the scroll bar in the tree view gets slower as my map view takes longer to draw and so it seems that the tree view is triggering a Refresh in the SplitterFrame. Is there any way to disable this please? I've searched through TreeCtrl.cpp and can't find any obvious call to parent to refresh.

Nick
