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Subject: Re: Draw stuff

Posted by [mrjt](#) on Fri, 08 Feb 2008 16:00:47 GMT

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```
void Start( )
{
    int itMaxNumber = 40;

    while( it < itMaxNumber )
    {
        MyDraw( );
        ProcessEvents();
        it++;
    }
}
```

Refresh sends a Paint event (kind of), and you need to call ProcessEvents to catch it and redraw the screen before the next iteration (you may want a delay in there as well). In this case you don't need to call Refresh() because it's called in ImageCtrl::SetImage.

This might be a better solution though:

```
void Start()
{
    it = 0;
    SetTimeCallback(-50 THISBACK(MyDraw));
}

void MyDraw()
{
    ...
    if (it >= itMaxCount)
        KillTimeCallback();
}
```

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