
Subject: Re: Refresh Layout

Posted by [sapiency](#) on Fri, 14 Nov 2008 18:22:34 GMT

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luzr wrote on Fri, 14 November 2008 17:45Are we speaking about TreeCtrl?
ups .. yes

I realized that Refresh itselfs works. I tried it with a timer as shown in the example clock.

because it don't show what I expected in TreeCtrl I thought I use it in the wrong way generally.

When I Add a new treeelement I want to see it automatically in the opened tree. I also called the method opendeep(n), but even directly after I add the new element, nothing happened.

If it is not clear enough, I try to put everything in a small example.

Maybe it's only a problem of missing experience with programming or only the missing overview on upp features.

because of the current structure of holding data in the background I need a signal or anything else which I can use to start my code to get the new data out of the datastructure. I tried this with refresh and then overload Paint and put there the code I want to execute. But that is not a really good solution ... because there are elements I want to be editable. Maybe you understand what I want to do with this few information.

regards

reinhard
