
Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mrjt](#) on Tue, 28 Jul 2009 12:24:24 GMT

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The reason that RefreshRow stops working in your example is that the code is wrong. After an item is dragged it is removed from the list, so the imgLst index and the ArrayCtrl index no longer match and the code is always refreshing one (or more) line ahead of the row you load the image into.

The timer code should be:

```
for (int i = 0; i < a.GetCount(); ++i) {  
    int ix = a.Get(i, 0);  
    if (!imgLst[ix]) {  
        imgLst[ix] = StreamRaster::LoadFileAny("c:\\demo.jpg");  
        a.RefreshRow(i);  
        return;  
    }  
}
```

I have also tried using UpdateRefresh instead and could find no problems other than some flickering from the frequent refreshes.

I tested this using a moderately recent SVN version.
