
Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by [kohait00](#) on Thu, 27 May 2010 21:36:52 GMT

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thanx guys, i'll spend some time thinking about it.. maybe there is also an option to use a "globaly accessible" data cache, where to deposit data, that frequently comes in, and then, independantly trigger refresh operations, that take the data and forward it to the controls which would refresh then in one.., thus decoupling the refreshment if visual data itself from the data that comes in.

but anoter general question:

how to best update a whole LOT of controls at once (just once, not frequently, but at once) without causing the GUI to repaint each time in different locations..but at the end maybe to repaint all? maybe thats the way to go as well..

the OpenGL option is worth thinking about..
