Subject: Re: howto best Ctrl Refresh handling w/ MT & very frequent refreshes
Posted by koldo on Fri, 28 May 2010 06:12:09 GMT

dolik.rce wrote on Thu, 27 May 2010 09:20Hi Kohait,

If you develop some kind of graphics/video/game application where framerate matters, then you should use graphic acceleration as Mindtraveller suggested. But if you just want to show some rapidly changing data in real time, you should be fine with some 5 fps max, user don't react any quicker

Here is something that might or might not help you:#include <CtrlLib/CtrlLib.h>
using namespace Upp;

```
template <class T>
class Cached : public T{
 Value val;
 bool refreshflag;
public:
 void operator<<=(Callback action) {T::operator<<=(action);}
 void operator<<=(Value data)     {refreshflag=true; val=data;}
 void SetData(Value data)        {refreshflag=true; val=data;}
 Value GetData()             {return val;}
 Value operator~()            {return val;}
 void Apply()              {if(refreshflag) T::SetData(val);}
 bool IsChanged()             {return refreshflag;}
};

class guitest : public TopWindow {
public:
 typedef guitest CLASSNAME;
 Cached<EditIntSpin> s;
 guitest(){
  s.SetRect(0,0,50,24);
  Add(s);
  s<<=0;
  s.Apply();
 }
 void LeftDown(Point p,dword keyflags){
  s<<=int(~s)+1;
 }
 void RightDown(Point p,dword keyflags){
  s.Apply();
 }
};

GUI_APP_MAIN{
 guitest().Run();
```

}
It is a simple wrapper template that should work on any Ctrl overloading it's SetData and GetData methods, so they don't trigger Refresh. It will help you only if: You just change the data, not the Ctrls.
 Your app has some idea about the hierarchy of Ctrl so it can call Apply on all of them when needed.To update I would use single function called using SetTimeCallback with reasonable interval, let's say 200ms.

Best regards,
Honza

I like this sample .

And you told you are not a programmer...