Posted by jeff1101 on Thu, 18 May 2006 15:09:02 GMT
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HI,

   Excuse, how do I use your example? I modified the CounterCtrl class like so. (This is just a snippet)

```
void  CounterCtrl::Paint(Draw& w)
{
 Size sz = GetSize();
 w.DrawRect(sz, paper);
 String txt = AsString(number);
 sz = (sz - w.GetTextSize(txt, font)) / 2;
 w.DrawText(sz.cx, sz.cy, txt, font, ink);
}

/***
void  CounterCtrl::LeftDown(Point, dword)
{
 number++;
 Refresh();
}
***/
```

I commented out LeftDown() because I dont want that trigger event . What I do want is a trigger event that happens every second and that I will then handle with the customized code I have in mind.

Thanks.

regards
Jeffrey