
Subject: Re: Question on a widget on top of a widget
Posted by [dolik.rce](#) on Fri, 22 Jul 2011 21:07:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

silverx wrote on Fri, 22 July 2011 21:38It appears that the code to do things stop working when I have Sleep(x) after the command.

Things are not processed in order, and continue with the next command after the previous command is completed.

To me this is a bug in the system. It should complete the previous command before starting the next command.

Any way to force a commands to complete before starting the next command in the program?

David

Yes this is one of the problems. It is not a bug, it works exactly as intended. Sleep just sleeps, halting all the code execution. To force the changes to be drawn to screen, you can call Sync() method, which causes all the areas marked to be refreshed to be redrawn.

The second thing is that overriding the Paint() method seems like an overkill, at least in the example code you sent. You are using SetImage to cover the entire area of button, so the changes you did to the painting routine are not visible anyway. And if I understood it correctly the only intention was to hide the borders, which can be achieved in simpler way just by calling Hide() in constructor and Show() when starting the quiz

Honza
