
Subject: Re: ArrayCtrl speedy writes cause crashing...why?
Posted by [Sender Ghost](#) on Thu, 03 Nov 2011 21:59:55 GMT
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Hello, Kevin.

Assuming, this is multithreaded application, it might have synchronization problems.
In this case you could add the GuiLock variable in the beginning of your updating function (or method):

```
App::OnUpdateData()
{
    GuiLock __;
    // Ctrls updating below
}
```

r1kon wrote on Thu, 03 November 2011 18:27

Also, I've noticed as I'm writing to the array control so quickly and such, it seems to be "flickering" quite a bit. Is this normal? Is there a better way to set the data? It seems that it is refreshing the entire table each time for some reason.

There is some discussed topic about this:
"howto best Ctrl Refresh handling w/ MT & very frequent refreshes".
