Subject: Callback to refresh docked window
Posted by keltor on Mon, 12 Nov 2012 16:18:42 GMT
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Hi "u++ers",

I am trying to deal with what I thought was a simple issue but for the love of me I can't seem to figure it out...

I have an OpenCascade control inside a Docked window. I have grouped it together with two other windows. So far so good. However, when I switch among them and go back to the OC window, it does not refresh properly. That is to say, it turns white and one has to drag the mouse on it to manually refresh it and show again the 3D stuff.

A similar issue happens when I toggle the main window (for example when I minimise it and then restore it). However, that I have solved by means of the GotFocus() virtual function.

I am looking for a callback, or a virtual function, that automatically calls my RefreshWindow() function every time I restore the OC Docking window inside my application. I have tried

```
class OCWindow : public Ctrl {
    void GotFocus() {
        RefreshWindow();
    }
};
```

but that doesn't solve the refresh problem.

Help anyone?

Thank you,

Kel