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Subject: Re: Drop list is not shown

Posted by [Mindtraveller](#) on Sat, 22 Nov 2014 12:37:34 GMT

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In my opinion here we have fundamental problem with GUI routines. Calling the routine, you have no idea if it updates/refreshes the control. I'm sure you've also met this problem many times before U++. You most probably don't have this problem with U++ because you wrote this code yourself. :p

In my opinion many GUI routines break one important rule called "No surprises!"

Bot how to achieve that?

More of that, how to achieve it without breaking existing code base?

So here is my proposal. Each public routine which actually updates/refreshes GUI state of control MUST have one last optional parameter. For example: Ctrl::Routine(..., bool updateControl = true).

Adding it you

- 1) give developer solid understanding if control is updated, not only it's internal state
  - 2) make possible "batched" refreshments where control is updated once after a number of changes
  - 3) give developer functionality to "break" possible dead-loops (our problem is an excellent example)
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