Subject: Parent continues before child is painted
Posted by slashupp on Sun, 01 Nov 2015 08:42:58 GMT

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(debian 64bit)

How can I synchronize updates to a child control so that function calls in my app are guaranteed to happen after the paint-event of the child has completed?
I've tried Sync(), both in the parent and the child but to no avail.
The child's paint-event calculates and sets values in the items that are painted (their x,y-coord's) which I want to use elsewhere. This happens during start-up in the ctor of the parent, but the parent ctor always finishes before the paint-event of the child is called - meaning the x,y's are zeros. I want to ensure that the child's paint-event happens in sequence to the function-calls in the parent-ctor. How can I force this?