
Subject: Re: Parent continues before child is painted
Posted by [slashupp](#) on Sun, 01 Nov 2015 10:00:01 GMT
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A bit of hack for a workaround:

I added a Callback WhenPaintDone to the child which I then call at the end of the Paint()-routine.
but this should not be necessary - there should be a way to force painting to happen sequentially.
