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Subject: Re: Parent continues before child is painted

Posted by [mirek](#) on Sun, 01 Nov 2015 13:06:02 GMT

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Agreed, this is really a bad design. Paint should basically be 'const' (although in special cases, this rule can be broken). Order is not guaranteed.

Now I can suggest two solution, based on what values you expect to 'compute' in Paint.

Model situation 1: You need some coordinates computed during Paint e.g. to use in LeftDown. If that is the case, separate painting into some routine other than ::Paint. In Paint, call this other routine. When you need coordinates computed, call this routine with "NilDraw". If there are some really heavy computation, you can add bool flag to avoid them.

Model situation 2: Some values displayed are slow to compute, you do not want to repeat this. In this case, use lazy evaluation/cache to compute them...

Mirek

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