
Subject: Re: Parent continues before child is painted
Posted by [slashupp](#) on Sun, 01 Nov 2015 13:47:55 GMT
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Hi mirek

The "work-area" is bigger than the actual "view-area" of the window.
a simplified description of my "bad?" design computes positions for items in the work-area and updates the item's x,y variables. I want to select one item at random and scroll that portion of the work-area into view (if it is outside) but cannot do so because the x,y values are still zero's.

I'll try to do as you suggest and see if I can pre-compute the x,y's in another function
(if it doesn't work I'll still have my ugly hack above)

Another question: Why doesn't Sync() work as advertised: "Forces immediate repainting of areas marked using Refresh, RefreshFrame or ScrollView methods." - this would have done the trick nicely.
