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Subject: Re: Parent continues before child is painted  
Posted by [slashupp](#) on Sun, 01 Nov 2015 14:25:55 GMT  
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Okay! I did not know about NilDraw, and it went way easier than I expected  
Implemented it something like this:

```
...  
NilDraw nd;  
myctrl.paint_helper(nd, vmydata); //paint_helper() extracted from Paint() for computations  
//and the only thing Paint(Draw &w) does is to call paint_helper(w, vmydata);  
...  
myctrl.ensure_visible(vmydata[idx]);  
...
```

and it works!

This NilDraw-call is once only at start-up so the double calculation is OK, don't know if it would be efficient if it's to be done for every paint

Thx mirek