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Subject: ArrayCtrl::Paint is called three times  
Posted by [Novo](#) on Thu, 25 Apr 2019 22:58:06 GMT  
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I'm just curious why ArrayCtrl::Paint is called three times when drawing the control?

Example: I just slightly modified reference/ArrayCtrl.

```
struct MyConvert : public Convert {
    Value Format(const Value& v) const {
        ValueArray va = v;
        RDUMP(va[1]);
        return String().Cat() << va[0] << " - " << va[1] << " - " << va[2];
    }
};
```

The log will contain THREE sets of data.

IMHO, this is a little bit too much from the performance point of view ...

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