Subject: Re: ArrayCtrl::Paint is called three times
Posted by mirek on Fri, 26 Apr 2019 08:54:23 GMT

Novo wrote on Fri, 26 April 2019 00:58I'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 ...

More details? If I change MyConvert in Win10, I get

* C:\upp\out\reference\MSVS17.Gui\ArrayCtrl.exe 26.04.2019 10:53:16, user: cxl

```
v = { ID2: 04/26/2019, ID1: 0, ID3: 0 }
v = { ID2: 04/26/2019, ID1: 10, ID3: 3 }
v = { ID2: 04/26/2019, ID1: 20, ID3: 6 }
v = { ID2: 04/26/2019, ID1: 30, ID3: 9 }
v = { ID2: 04/26/2019, ID1: 40, ID3: 12 }
v = { ID2: 04/26/2019, ID1: 50, ID3: 15 }
v = { ID2: 04/26/2019, ID1: 60, ID3: 18 }
v = { ID2: 04/26/2019, ID1: 70, ID3: 21 }
v = { ID2: 04/26/2019, ID1: 80, ID3: 24 }
v = { ID2: 04/26/2019, ID1: 90, ID3: 27 }
v = { ID2: 04/26/2019, ID1: 100, ID3: 30 }
v = { ID2: 04/26/2019, ID1: 110, ID3: 33 }
v = { ID2: 04/26/2019, ID1: 120, ID3: 36 }
v = { ID2: 04/26/2019, ID1: 130, ID3: 39 }
```