
Subject: Re: ArrayCtrl::Paint is called three times
Posted by [Novo](#) on Fri, 26 Apr 2019 14:10:46 GMT
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mirek wrote on Fri, 26 April 2019 04:54
More details?

XUbuntu 18.10 (XFCE desktop). GCC.

```
va[1] = 0
va[1] = 10
va[1] = 20
va[1] = 30
va[1] = 40
va[1] = 50
va[1] = 60
va[1] = 70
va[1] = 80
va[1] = 90
va[1] = 100
va[1] = 110
va[1] = 120
va[1] = 130
va[1] = 140
va[1] = 150
va[1] = 0
va[1] = 10
va[1] = 20
va[1] = 30
va[1] = 40
va[1] = 50
va[1] = 60
va[1] = 70
va[1] = 80
va[1] = 90
va[1] = 100
va[1] = 110
va[1] = 120
va[1] = 130
va[1] = 140
va[1] = 150
va[1] = 0
va[1] = 10
va[1] = 20
va[1] = 30
va[1] = 40
va[1] = 50
va[1] = 60
va[1] = 70
```

```
va[1] = 80  
va[1] = 90  
va[1] = 100  
va[1] = 110  
va[1] = 120  
va[1] = 130  
va[1] = 140  
va[1] = 150
```

Theoretically, this can be desktop animation (or whatever it is called), but XFCE is a very simple desktop manager, and I couldn't find a place where animation is managed. Probably, XFCE doesn't have it.
