Subject: Re: ArrayCtrl::Paint is called three times
Posted by mirek on Fri, 26 Apr 2019 15:14:28 GMT

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Novo wrote on Fri, 26 April 2019 16:10mirek 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.

I would start investigation with something more simple, like basic CtrlLib app and just to count the number of paints.

Maybe even paint that count...

My initial suspection is that this is a part of opening the window, when paint gets called more than absolutly necessary number of times....

Mirek