
Subject: ProgressIndicator issue

Posted by [idkfa46](#) on Tue, 24 Mar 2020 10:21:25 GMT

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Hallo guys,

I have a problem with my ProgressIndicator included in StatusBar.

My ProgressIndicator do not show the indicator increase till the end of the cicle (where displaying 100%)... it seems like the statusbar is not refreshed everytime, isn't it?

If I add a progress too, it works perfectly! Why?

How can I fix it removing the progress?

Here is a little example:

```
class test : public WithtestLayout<TopWindow> {
    StatusBar status;
    ProgressIndicator pi;

public:
    void load();
    typedef test CLASSNAME;
    test();
};

test::test()
{
    CtrlLayout(*this, "Window title");

    AddFrame(status);
    pi.Hide();
    pi.Percent();
    status.Add(pi.RightPos(5, 200).TopPos(2, 15));

    goBtn <<= THISBACK(load);
}

void test::load()
{
    Progress p;
    p.Create();

    pi.Show();
    pi.Set(0,1000000);
```

```
for(int i = 0; i <=1000000; i++)
{
    pi.Set(i);
    p.SetPos(i);
}
p.Close();
pi.Close();
}
```

```
GUI_APP_MAIN
{
    test().Run();
}
```
