
Subject: Setting a timer to call Ctrl::Refresh in Ctrl::Paint()

Posted by [Oblivion](#) on Tue, 28 Apr 2020 15:59:20 GMT

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Hi,

Is setting a timer (to call Ctrl::Refresh) in Ctrl::Paint method or its overrides allowed?

Apparently it works, but I need to be sure.

Thanks in advance.

Best regards,
Oblivion
