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

Posted by [mirek](#) on Sun, 03 May 2020 13:14:29 GMT

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Oblivion wrote on Tue, 28 April 2020 17:59Hi,

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

Yes. Actually, setting time (even with zero timeout, "Post") is the only thing allowed always.

Mirek
