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Subject: Re: DrawImage with XOR undefined  
Posted by [nixnixnix](#) on Wed, 18 Apr 2007 03:07:42 GMT  
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hmmm, I tried a callback to see if it was executed after the refresh but no luck.

Is the GetLineCount crash a bug or is it just my improper use of the function? I only ask because you have implied that I should be able to get run through the TreeCtrl's nodes and get them to redraw themselves but in order to do this I need to call GetLineCount

If there was a way of telling TreeCtrl to paint itself and all its nodes then this part of my puzzle would be over.

Cheers,

Nick

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