
Subject: ArrayCtrl::Paint is called three times
Posted by [Novo](#) on Thu, 25 Apr 2019 22:58:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm just curious why ArrayCtrl::Paint is called three times when drawing the control?

Example: I just slightly modified reference/ArrayCtrl.

```
struct MyConvert : public Convert {
    Value Format(const Value& v) const {
        ValueArray va = v;
        RDUMP(va[1]);
        return String().Cat() << va[0] << " - " << va[1] << " - " << va[2];
    }
};
```

The log will contain THREE sets of data.

IMHO, this is a little bit too much from the performance point of view ...

Subject: Re: ArrayCtrl::Paint is called three times
Posted by [mirek](#) on Fri, 26 Apr 2019 08:54:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Fri, 26 April 2019 00:58 I'm just curious why ArrayCtrl::Paint is called three times when drawing the control?

Example: I just slightly modified reference/ArrayCtrl.

```
struct MyConvert : public Convert {
    Value Format(const Value& v) const {
        ValueArray va = v;
        RDUMP(va[1]);
        return String().Cat() << va[0] << " - " << va[1] << " - " << va[2];
    }
};
```

The log will contain THREE sets of data.

IMHO, this is a little bit too much from the performance point of view ...

More details? If I change MyConvert in Win10, I get

* C:\upp\out\reference\MSVS17.Gui\ArrayCtrl.exe 26.04.2019 10:53:16, user: cxi

```
v = { ID2: 04/26/2019, ID1: 0, ID3: 0 }
v = { ID2: 04/26/2019, ID1: 10, ID3: 3 }
v = { ID2: 04/26/2019, ID1: 20, ID3: 6 }
v = { ID2: 04/26/2019, ID1: 30, ID3: 9 }
v = { ID2: 04/26/2019, ID1: 40, ID3: 12 }
v = { ID2: 04/26/2019, ID1: 50, ID3: 15 }
v = { ID2: 04/26/2019, ID1: 60, ID3: 18 }
```

v = { ID2: 04/26/2019, ID1: 70, ID3: 21 }
v = { ID2: 04/26/2019, ID1: 80, ID3: 24 }
v = { ID2: 04/26/2019, ID1: 90, ID3: 27 }
v = { ID2: 04/26/2019, ID1: 100, ID3: 30 }
v = { ID2: 04/26/2019, ID1: 110, ID3: 33 }
v = { ID2: 04/26/2019, ID1: 120, ID3: 36 }
v = { ID2: 04/26/2019, ID1: 130, ID3: 39 }

Subject: Re: ArrayCtrl::Paint is called three times
Posted by [Novo](#) on Fri, 26 Apr 2019 14:10:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek 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.

Subject: Re: ArrayCtrl::Paint is called three times
Posted by [mirek](#) on Fri, 26 Apr 2019 15:14:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 suspicion is that this is a part of opening the window, when paint gets called more than absolutely necessary number of times....

Mirek

Subject: Re: ArrayCtrl::Paint is called three times
Posted by [Novo](#) on Fri, 26 Apr 2019 16:19:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 26 April 2019 11:14My initial suspicion is that this is a part of opening the window, when paint gets called more than absolutly necessary number of times....

Yes, you are right. Paint is called three times when opening the window. This is a generic issue. It is not specific to ArrayCtrl.

Thanks.

Subject: Re: ArrayCtrl::Paint is called three times
Posted by [mirek](#) on Fri, 26 Apr 2019 16:43:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Fri, 26 April 2019 18:19mirek wrote on Fri, 26 April 2019 11:14My initial suspicion is that this is a part of opening the window, when paint gets called more than absolutly necessary number of times....

Yes, you are right. Paint is called three times when opening the window. This is a generic issue. It is not specific to ArrayCtrl.

Thanks.

I will ignore it for now, as I plan to go gtk3 soon. But it would be nice to test once that is done.
