

---

Subject: ArrayCtrl: How can I refresh just one cell that changed?

Posted by [jlfranks](#) on Fri, 16 May 2008 21:31:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm getting real-time updates that affect the content of only one cell in an ArrayCtrl.

I modify the cell, and then call Refresh() on the entire ArrayCtrl -- takes too long and UI falls behind.

Is there a way to just refresh the one cell that I changed?

--jlf

---

Subject: Re: ArrayCtrl: How can I refresh just one cell that changed?

Posted by [mirek](#) on Sun, 25 May 2008 18:38:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sure, do not call Refresh

Mirek

---

Subject: Re: ArrayCtrl: How can I refresh just one cell that changed?

Posted by [jlfranks](#) on Sun, 25 May 2008 22:24:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That's interesting. If I don't call Refresh() on the ArrayCtrl, then the new information does not update.

This behavior is happening when we are getting a real-time update from a data acquisition system that uses PostCallback.

This is dispatched and processed on our UI thread. The callback simply loads the new value into the cell of interest with SetData(row,column,value).

The problem arose because this new data is not being shown. Using ArrayCtrl.Refresh() made the new information show up for the new information to be displayed.

That's a big hammer and takes a lot of time. The updates are coming in at 0.12 seconds, which should not be a problem.

Do you have any idea why this is not updating based on this additional information?

We are on Linux UPP 2007.1 release at this time.

--jlf

---

Subject: Re: ArrayCtrl: How can I refresh just one cell that changed?

Posted by [mirek](#) on Sun, 25 May 2008 22:45:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hard to say...

First of all, I recommend trying current linux svn version. A lot of bugfixes happened since 2007.1, it is no impossible this is some bug in Linux CtrlCore, already fixed.

Mirek

---