Subject: Blinking tree when opening or closing nodes
Posted by qapko on Thu, 22 Oct 2009 09:29:00 GMT
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Hi, I'm using TreeCtrl for displaying and changing some large configuration trees and today I observed that the tree is blinking while opening and closing its nodes. I use Upp1607 now, but I tried to recompile my application also in Upp2008.1 and Upp1197. I discovered that this problem appeared between versions 2008.1 and 1197 and that the relevant change was that some of the lines were put out of method TreeCtrl::SyncTree (in TreeCtrl.cpp) to method TreeCtrl::SyncAfterSync. When I put the lines back in version 1607, the problem disappeared. Relevant line are:

```
 if(cursorid >= 0)
  SetCursor(cursorid, false, false, false);
// PostCallback(PTEBACK1(SyncAfterSync, restorefocus));
 if(treesize != sb.GetTotal()) {
  sb.SetTotal(treesize);
  Refresh();
 }
 SyncCtrls(true, restorefocus);
 SyncInfo();
```

Is there anybody, who do remember what was this change good for? I'm not using drag & drop and most advanced features of TreeCtrl, so I can't test, whether my changes to TreeCtrl.cpp harm something or not. So I am asking: Is it safe to compile my applications with this little change or not?

Thank you for your interest and have a nice day

Gabi

Subject: Re: Blinking tree when opening or closing nodes
Posted by mirek on Mon, 26 Oct 2009 07:07:20 GMT
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Have you tried to activate backpaint?

As for the fix, it is quite old now, it is afaik supposed to solve some focus setting problems...

Mirek

Subject: Re: Blinking tree when opening or closing nodes
Posted by qapko on Mon, 26 Oct 2009 12:49:04 GMT
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Activating BackPaint on the tree and/or its items doesn't work. The same problem I can see on reference/TreeCtrl application. The minimal change after which the blinking disappeared was to remove all content of TreeCtrl:SyncAfterSync except last line (calling SyncInfo) and place it in TreeCtrl::SyncTree before the call to PostCallback.

Gabi

Subject: Re: Blinking tree when opening or closing nodes
Posted by mirek on Sat, 31 Oct 2009 08:44:38 GMT
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I am investigating the issue... Just to be clear: Do you have embedded ctrls in TreeCtrl? (This is the case I clearly see blinking...)

Subject: Re: Blinking tree when opening or closing nodes
Posted by mirek on Sat, 31 Oct 2009 09:40:05 GMT
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OK, hopefully issue is now fixed.

Anyway, I would like to ask you for thorough testing of this fix. A lot of strange effects were observed during plumbing; I hope I succeeded in resolving all of them, but..

Mirek

Subject: Re: Blinking tree when opening or closing nodes
Posted by qapko on Mon, 02 Nov 2009 09:12:57 GMT
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Yes, I use have embedded Ctrls in TreeCtrl. As for testing your fix - am I supposed to try last night build version of Upp or download the changed code from SVN?
I will try to do some tests this week, but next few days I'm working on another project, not using Upp.
Thank you for your interest.

Gabi

Subject: Re: Blinking tree when opening or closing nodes
Posted by mirek on Mon, 02 Nov 2009 10:16:02 GMT
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qapko wrote on Mon, 02 November 2009 04:12Yes, I use have embedded Ctrls in TreeCtrl. As for

testing your fix - am I supposed to try last night build version of Upp or download the changed code from SVN?

Yesterday you was supposed to use SVN, today SVN or night build

Mirek

Subject: Re: Blinking tree when opening or closing nodes
Posted by qapko on Wed, 11 Nov 2009 08:11:02 GMT
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So I've tested it with Upp1683 and it seems to be OK. The blinking disappeared and the only visual change I can see comparing to Upp2008.1 is that drawing of the tree is now not that fast as it was in Upp2008.1. Thank you for your help.

Gabi
