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Subject: Problem with Refreshing GUI...

Posted by [Wolfgang](#) on Tue, 22 May 2012 13:03:57 GMT

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Hi, a simple testcase:

```
void hcan::justAclick()
{
    tStatic.SetText("just a few seconds.. please be patient!");
    hcan::LayoutcanGridDiscover.Add(tStatic.HSizePos(0,0).VSizePosZ(0.0));
    hcan::LayoutcanGridDiscover.Refresh();
    sleep(2);
    tStatic.Remove();
}
```

If I call this by a THISBACK(justAclick) it didn't show the text... because it freezes for 2 seconds and then removes it immediatly - but it should repaint the interface before the sleep takes effect. Whats my fault?

Tried upp::Refresh() and Reskin() but nothing works..

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Subject: Re: Problem with Refreshing GUI...

Posted by [dolik.rce](#) on Tue, 22 May 2012 14:06:04 GMT

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Quick tip: Have a look at Ctrl::GuiSleep() and also Ctrl::Sync() Both are in the CtrlLib documentation

Best regards,  
Honza

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Subject: Re: Problem with Refreshing GUI...

Posted by [Wolfgang](#) on Wed, 23 May 2012 10:36:50 GMT

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perfect, thank you.... if you know where and what to look it's simple...

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