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 effekt. Whats my fault?

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

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

}

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...