
Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [mirek](#) on Mon, 27 Jul 2009 15:20:43 GMT
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koldo wrote on Mon, 27 July 2009 03:03Hello Mirek

This is:

```
void MainWindow::Timer()
{
    if (timerOn)
        return;
    timerOn = true;

    for (int i = 0; i < thumbnails.GetCount(); ++i) {
        if (!thumbnails[i].loaded) {
            if (thumbnails[i].type == TYPE_IMAGE)
                LoadThumbnail(i);
            else if (thumbnails[i].type == TYPE_VIDEO)
                LoadThumbnailVideo(i);
            filesList.UpdateRefresh();
            //filesList.RefreshRow(FindThumbnail(thumbnails[i].fileName));
            break;
        }
    }
    timerOn = false;
}
```

thumbnails array has all the thumbnailed images. This loops opens the first not opened yet.

With this when you open a folder all file names are viewed and every 200ms a thumbnail is loaded and viewed, similar to Nautilus in Gnome.

Best regards
Koldo

And LoadThumbnail* ? (I need to see commands that you use to alter ArrayCtrl content...).

BTW, I believe RefreshRow works as it should. Any chance the problem is in FindThumbnail?

(In fact, using normal "Set", you do not even need RefreshRow - it is called implicitly).

Mirek
