Subject: ArrayCtrl flashes continuously on cells with large content
Posted by Tom1 on Tue, 19 Feb 2019 11:42:15 GMT
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Hi,

I have noticed that ArrayCtrl flashes continuously on cells with large content when placing cursor on such cells to show the content. The display panel that looks like a large tool tip, gets WM_PAINT messages flowing continuously at 10 .. 20 ms interval. On some computers this is really hard to look at. The following code with can demonstrate the issue:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class ArrayCtrlTest : public TopWindow {
 ArrayCtrl array;

 void OK(){ AcceptBreak(1); }
 void Cancel(){ RejectBreak(0); }

public:
 typedef ArrayCtrlTest CLASSNAME;
 ArrayCtrlTest(){

  WhenClose=THISBACK(Cancel); // Assign window exit button to Cancel

  array.AddColumn("Column title 1");
  array.AddColumn("Column title 2");

  array.Add("Click here, no problem.","But then take your cursor here...\nto reveal the rest of this text. Surprisingly enough, this causes a continuous stream\nof WM_PAINT messages on Windows at an interval of roughly 10.. 20 ms.\n\n1\n2\n3\n4\n5\n6\n7\n8\n9\n10\nThese lines just stretch the area to possibly show the flashing due to continuous updating...");

  Sizeable().MinimizeBox().MaximizeBox();

  Add(array);
  array.SizePos();
  Title("ArrayCtrlTest");

 }
};


GUI_APP_MAIN
{
 ArrayCtrlTest test;
```

```
 test.Execute();
}
```

Adding the following RLOG in Win32Wnd.cpp will catch the problem with message 15 being repeated:

```
LRESULT CALLBACK Ctrl::WndProc(HWND hWnd, UINT message, WPARAM wParam,
LPARAM lParam)
{
 GuiLock __;

RLOG("Ctrl::WndProc(" << message << ")" << usecs());

 if(sFinished)
  return DefWindowProc(hWnd, message, wParam, lParam);
```

Best regards,

Tom