

Re: Drawing in a user control

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You seem to be suffering from the classic problem of one who is trying to resolve message driven architecture with an encapsulated window.

You should set boolean variables at the class level to state whether or not the particular drawing should take place and ONLY draw in the OnPaint override.

You should also consider whether UserControl is the correct base class or whether Control or ScrollableControl is a better base.

Ah, also NEVER create a control that handles it's own events.

—

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Visual C#, System.Drawing

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Hello!

I am creating a user control with several methods, each method should draw something in my user control; from a winform, I should use:

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myControl.ShowBands or myControl.ShowLabels, etc.; but I don't know how to do that, because all the logic to draw should be in the Paint event, but each method does very different things. I tried to create all the methods I need, but I don't have the Graphics reference. SO, my question is how can I draw different things, using my custom methods using the correct Graphics object.

Thanks,
Fernando.