

onDraw() folyamatosan triggereldik

Üdv,

van 1 kis programom, amiben saját **LinearLayout**-ot használnék. Ebben kis dobozokat rajzolok zöld, vagy piros színnel. A probléma az, hogy az **onDraw()** metódus folyamatosan hívódik. A kérdés az, hogy miért és mi lehet a megoldás?

a hívó kód:

```
slotPanel = ( LinearLayoutOutlined )findViewById( R.id.llySlotPanel );

slotPanel.setDayBoundariesInMinutes( db, dw );

TimeSlot[] tSlots = nextDaysSlots.getGaps( dayOfWeek );
slotPanel.setItems( tSlots );
slotPanel.invalidate();
```

a **LinearLayoutOutlined** osztály:

```
package com.widgets;
```

```
public class LinearLayoutOutlined extends LinearLayout {

    private int workingTimeBeginsInMinutes;
    private int workingTimeFinishesInMinutes;
    private TimeSlot[] items;
    private Rect outline;
    private Paint strokePaint = new Paint();
    SimpleDateFormat formatter;

    public LinearLayoutOutlined( Context context ) {
        super( context );
        setWillNotDraw( false );
    }

    public LinearLayoutOutlined( Context context, AttributeSet attrs ) {
        super( context, attrs );
        setWillNotDraw( false );
    }

    public void setWorkingTimeBeginsInMinutes( int m ) {
        this.workingTimeBeginsInMinutes = m;
    }

    public void setWorkingTimeFinishesInMinutes( int m ) {
        this.workingTimeFinishesInMinutes = m;
    }

    public void setDayWidthInMinutes( int dayWidthInMinutes ) {
        this.workingTimeFinishesInMinutes = this.workingTimeBeginsInMinutes + dayWidthInMinutes;
    }

    public void setDayBoundariesInMinutes( int daybeginInMinutes, int daywidthInMinutes ) {
        setWorkingTimeBeginsInMinutes( daybeginInMinutes );
        setDayWidthInMinutes( daywidthInMinutes );
    }

    private int getWorkingTimeBeginsInMinutes() {
        return workingTimeBeginsInMinutes;
    }

    public int getWorkingTimeFinishesInMinutes() {
        return workingTimeFinishesInMinutes;
    }

    public void setItems( TimeSlot[] items ) {
        this.items = items;
    }
}
```

```

@SuppressLint("DrawAllocation")
@Override
protected void onDraw( Canvas canvas ) {
    if( items == null ) return;
    // time labels
    TextView tvFrom = ( TextView )findViewById( R.id.lblStartingTime ), tvTo = ( TextView )findViewById( R.id.
    lblFinishingTime );
    formatter = new SimpleDateFormat( "HH:mm", Locale.getDefault() );
    tvFrom.setText( formatter.format( new Date( getWorkingTimeBeginsInMinutes() * 60000L ) ) );
    tvTo.setText( formatter.format( new Date( getWorkingTimeFinishesInMinutes() * 60000L ) ) );

    strokePaint.setStyle( Paint.Style.STROKE );
    strokePaint.setStrokeWidth( 1 );
    strokePaint.setStyle( Style.FILL );
    outline = canvas.getClipBounds();
    Convert.setDayBoundaries( getWorkingTimeBeginsInMinutes(), getWorkingTimeFinishesInMinutes(), outline );

    for( TimeSlot slotItem: items ) {
        RectTouchable rect = Convert.ToRect( slotItem );
        if( slotItem.isFree() )
            strokePaint.setARGB( 255, 0, 255, 0 );
        else
            strokePaint.setARGB( 255, 255, 0, 0 );
        canvas.drawRect( rect.getRect(), strokePaint );
    }
}

```

Segítségüket elre is köszönöm.