**GUI Refeshing Notes**

The GUI is refreshed completely regularly

**GUI Objects Refresh Frequency**

Each GUI Object has his own refresh frequency. But if you render an object that is underneath another more frequently than the other you will have issue like popping object. So we need to avoid this.

**Solution to the Issue :**

1 – Adding a system of child and parents. The child need to have an equal or higher rendering frequency

**Solution 1 developed.**

If we add or delete an object to the gui we have to refresh the gui. For instance with with pull-down menu. If you add fold one by clicking on the button, and if you’re not redrawing the gui all the object which was underneath might not be displayed.