
Subject: Re: widget draw problems...

Posted by [davidf](#) on Fri, 07 May 1999 07:00:00 GMT

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Luis Oliveira (euluis@netscape.net) writes:

- > 1.I'm destroying one draw widget and creating two other within the same base.
- > Because I want that the base to have the same size, I am doing it like this.
- > Of course that I could create one more draw widget instead of destroying one
- > and creating two, but, that's not the point ;-)

Humm. I still can't tell what exactly is going on from the code that you are using, but here is what I suspect. When you create the new draw widget and realize it, you will have to have NOTIFY_REALIZE turned on for the draw widget. This will, in turn, have to call a SET_WID method that will set the window index number for that draw widget in your object.

There are several things that could go wrong in this process, but I suspect the window index number is not being set properly in the object. Thus, you can't draw into the appropriate window.

Cheers,

David

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