
Subject: EVENT_FUNCS

Posted by [philaldis](#) on Mon, 28 Jun 1999 07:00:00 GMT

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Can anyone possibly describe exactly how event_funcs work.

The reason I am interested is that I would quite like my DERAgrWindow (direct graphics version of IDLgrWindow), to handle expose events so that it can protect its colours automatically under an 8 bit display, if you ask it to.

The problem comes if the user wants to be getting their own events from the draw widget. I think that I might be able to use event_func to intercept the ones I want, do something, and then send the events back up the event train.

Can anyone describe how event_funcs work and what problems there are with them.

Cheers,
Phil
