
Subject: Expose events

Posted by [philaldis](#) on Tue, 14 Sep 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been having some trouble with expose events. I'm writing this object/direct graphics window which automatically protects its colours when the computer is running in 8 bit mode. So rather than having to redraw the objects each time I get an expose event, I thought it would be better to employ a pixmap. So I draw into the pixmap and then copy to the screen,. Everytime a refresh is required I Device, COPY to teh window form the pixmap. However for some reason as soon as the program finishes, i.e. after it finishes the first initial drawing, the window wipes itself blank for no reason. Then the further device, copies whenever there are expose events don't do anything. I have played around and it seems that when expose events are on (and so retain is = 0) the device copy is a very dubious beast.

Also, I find that if someone resizes a window, the I get about 15 secs of non-stop resize events which is stupid. Does anyone know why there are so many?

I'd appreciate any suggestions, as I'd prefer not to have to end up just redrawing evrything every time.

I'm using windows NT and IDL 5.1

Cheers,
Phil
