
Subject: Re: expose events and window dragging in object graphics

Posted by [davidf](#) on Fri, 14 Apr 2000 07:00:00 GMT

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Richard Tyc (richt@sbrc.umanitoba.ca) writes:

- > I have a IDLgrWindow object which generates expose events and the RETAIN is
- > set to 0 indicating no backing store as the manuals suggest to improve
- > performance and utilize hardware acceleration.
- >
- > In the app, I create a modal , top level CW_FORM widget and when I drag this
- > widget in front of the Window, it does not update the window until AFTER I
- > release the mouse which results in a very unprofessional look during the
- > drag since the widget is essentially sweeping across the Draw Widget
- > (IDLgrWindow) with no background update.
- >
- > Are expose events not produced during the drag ?
- > Anyway around this ?

I've read the warning, and in fact I almost always set
RETAIN=0 in my object graphics windows, but I keep noticing
in code written at RSI that RETAIN is always set to 2.
I find this **very** suspicious. :-)

Cheers,

David

P.S. I don't know any ways around it.

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