Subject: expose events and window dragging in object graphics
Posted by Richard Tyc on Fri, 14 Apr 2000 07:00:00 GMT
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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 ?

Thanks

Rich