
Subject: Re: widget events in debugging mode
Posted by [davidf](#) on Mon, 15 May 2000 07:00:00 GMT
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> When I stop in a Breakpoint or a Stop command in a running procedure, other

Well, I just tried setting a breakpoint in a program with my XCOLORS running. When I hit the breakpoint all event processing stops, as I would expect. I monkeyed around a little bit, even hit a couple of buttons that would throw up widgets. Nothing. As I expect.

But then I typed .Continue and all hell broke loose! :-)

All those events were there, just queuing up, ready to go as soon as I turned things back on. Neat. Just what I expected. :-)

Cheers,

David

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