
Subject: Re: Widget_Draw - Help

Posted by [Pavel A. Romashkin](#) on Tue, 23 Oct 2001 21:26:00 GMT

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

In the event handler, get the value of the draw widget and set that to be the active window:

```
widget_control, Draw_ID, get_value=w_ID  
wset, w_ID
```

You can also make the event handler return the focus to the originally active direct graphics window.

Check out http://spot.colorado.edu/~romashki/idl/smart_w.pro to see how the window focusing can be accomplished.

> Logan Lindquist wrote:

>

> How do I get the image to stay in the Widget_Draw when I click on
> another window? I was thinking that by coding in the PRO that the
> Widget_Draw calls [in the initialization], something updates the
> image. Is this the correct way to do that?

>

> Thanks,

>

> Logan
