
Subject: Re: explicit redraw does nothing until expose(?) event - IDLitComponent
propertysheets

Posted by [sdettrick](#) on Fri, 23 Apr 2004 21:44:16 GMT

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Problem Solved!

Thanks for your efforts, but I think what we all missed was that I had not registered the pop-up widget with Xmanager. I take it that is what I'm supposed to do. It seems to do the trick. I didn't forget to do it, rather I simply didn't know about it, this being my first popup widget (actually my second - the first had the same problem).

I suppose then that the events were generated, but were never processed until some action was taken with a registered widget (such as an expose event).

There is now an extra line in my PropertySheet object method:

```
> pro myLegend::PropertySheet, group_leader=group_leader, $
>             window=window,$
>             view=view
> self.window=window
> self.view=view
> wpopup = widget_base( /FLOATING, $
>             GROUP_LEADER=GROUP_LEADER $
>             )
> button = WIDGET_BUTTON( wpopup, $
>             value='Re-draw window', $
>             event_pro='handle_all_events', $
>             UVALUE = {object:self, $
>             method:'ReDraw'} $
>             )
> result = WIDGET_PROPERTYSHEET( wpopup, $
>             VALUE = self, $
>             event_pro = 'handle_all_events', $
>             UVALUE = {object:self, $
>             method:'ChangeProperty'} $
>             )
> xmanager, 'PropertySheet', $
>             wpopup, $
>             event_handler = 'handle_all_events', $
>             /NO_BLOCK
> widget_control, wpopup, /realize
> end
```

Putting this extra line of code in was a wild idea for me which came from the blue. Please let me know if it's not what I'm supposed to be

doing.

All the best,
Sean
