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

Posted by [sdettrick](#) on Fri, 23 Apr 2004 17:19:04 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1af23bcb89afdf6f98972a@news.frii.com>...

> Sean Dettrick writes:

>

>> The handle_all_events routine inspects the UVALUE of the widget
>> causing the event, and uses CALL_METHOD to call my ReDraw method on
>> the object (David Fanning credits Stein Vidar for this idea)

>

> Really!? I guess I thought I had "invented" it myself.
> Maybe I re-discovered it independently after Stein Vidar
> showed it to me and I forgot all about it. :-(

Well perhaps I was reading too much detail into your crediting?

To quote you from Date: Tue, 9 May 2000 14:24:51 -0600:

```
; All my events go to one giant event handler. (I learned this  
; from Stein Vidar. :-) And I write the event handler like this:  
; pro handle_all_events, event
```

>

>> It's a little frustrating but I haven't a clue on how to resolve it.
>> Any other ideas?

>

> Not really, but I have risked \$10 in favor of a programmer error
> rather than a software bug. :-)

I'll bet \$10 on that too. We just have to find someone who'll bet the
other way.

> Do you happen to be in Boulder, Sean? I'm not sure
> why I think that, but I'm going to be up that way
> tomorrow. I'd be curious to see what this looked like
> in real life.

Sorry to say I'm not... I'm in Orange County, south of LA.

About your catalyst library, what is it? (The only catalyst library I
could find on google was described as "Tools for Encouraging the
Growth of Indigenous Hymnody" in ethnomusicology, which doesn't sound
right.) Is it a set of Object wrappers for IDL widget functions or
some such? And is it publicly available?

Cheers,
Sean
