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