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

Posted by [David Fanning](#) on Wed, 21 Apr 2004 19:27:52 GMT

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Sean Dettrick writes:

> I've got an object window with a bunch of plots on it. I popup a  
> WIDGET\_PROPERTY SHEET to change the properties of my IDLgrLegend  
> (registered with IDLitComponent), and it works nicely, but the actual  
> graphic is never redrawn unless I move my legend around with the  
> mouse, or drag my popup window over the top of the draw window.  
>  
> So I add a Re-Draw button to my pop-up property sheet, in the hope  
> that I can force a draw manually (I make sure it has access to the  
> right IDLgrWindow and IDLgrView objects). Clicking on my Re-Draw  
> button multiple times does nothing, until I either click on the legend  
> or drag the popup over the draw window. Then all my queued Re-Draw  
> events execute one after the other.  
>  
> What's happening? Is there a way to get my redraw event processed  
> immediately? Why doesn't the thing process the event until I expose  
> or interact with the draw widget?

What happens if you remove the FLOATING keyword from  
the pop-up? Sounds like a semi-modal widget problem to  
me. I wonder if the FLOATING keyword has something to  
do with that?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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