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Subject: Re: Help with interactive cursor and the draw widget (long)

Posted by [bgarwood](#) on Wed, 15 Dec 2004 23:51:48 GMT

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Thanks, but we tried all of that. Our users are an interesting group in that they want to be able to get in to the code and change it to suit their needs whenever they want. So, we try and avoid objects unless forced to - it was our fallback position in this case. It seems to be an interaction between the event handler for the draw widget events and the cursor interaction. The other widgets redraw themselves nicely after an expose in all cases. Its just the draw widget seems to never get the message.

We may have found the solution. Using `widget_event` on the specific draw widget. I haven't actually fully tested that one yet, so this may be premature (and if someone else has any other suggestions, let me know).

-Bob

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