
Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [Justus Skorps](#) on Fri, 13 Apr 2007 13:37:20 GMT

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> I've written an awful lot of widget programs on Windows XP
> and never noticed this problem, which leads me to suspect
> a programming error rather than something more sinister.
>
> I wonder if adding a CLEAR_EVENTS keyword to the WIDGET_CONTROL
> line where you turn button processing OFF would help? Also,
> do you realize when you get a button event in a draw widget
> that TWO events are generated? One for the button down and
> one for the button up. It sounds to me like a draw widget
> event is "hanging" somewhere and not getting processed.

Thanks for your answer.

Of course you were right about a programming error, I know that one click gives two events, and I thought that I had considered that, but I confused the roles of event.press and event.type...now I corrected that and it works now very well for the 'get one position'-function. But I tried a function to get two positions, and this leads to the same problem as before, I get my four values and then the crosshair won't like to disappear. I guess this will be due to an similar mistake in my code, although both functions have the same if-condition at the beginning. But I hope I will find a nice little mistake.

Thanks again for your help,
Justus

I tried the clear_events keyword, but same problem. I recently found out, that as long as I don't unset the draw_button_events, I get no problem.