
Subject: Re: problem with widget_draw and draw_button_events under windows
Posted by [Justus Skorps](#) on Tue, 24 Apr 2007 06:57:52 GMT

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ok, I think it finally works now..

I kept in mind that one click on a draw gives me to events, and I thought that an if-condition would be enough to deal with that...but the problem seems to be, that I disabled the draw_button_event-property of the draw in the same part of code where I was evaluating the x and y values I got from the event, but the next event in line to be executed by the event handler was now an event from a disabled source...and I think that led to my problem...now I wrote the disabling of the draw_button_event in an extra if-condition reacting on the release of the click...

thanx again for your help!

and btw: your book is really very helpfull...just bought the online version, since I had to bring my borrowed library exemplar back...
