Subject: Re: selection box in widget program
Posted by markb77 on Wed, 26 Sep 2007 17:20:09 GMT
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Ok, here's what I don't get about the way you propose. Let's say I
have a button on my widget application that says "calculate image
background". You click it, and the event handler sends you off to a
routine that is going to ask you to select a region of the image, do
the processing, update the program state, and return.

If I need to let the regular draw widget event handler handle the
click and drag events when drawing the box, then I need to have a flag
variable to tell the system that the user had previously clicked
"calculate image background", and another flag to say that a click-and-
drag is in progress, and that the program should ignore other events
while this is going on. Moreover, there are many possible situations
in which the user might need to click and drag a box, so each of those
possible situations would also need their own flag variable, and all
of those flags would have to be checked by the event handler whenever
a button press or motion event happened, so that it would know what to
do.

Sounds too complicated, for something so simple? No?

Mark