Subject: Re: selection box in widget program
Posted by David Fanning on Wed, 26 Sep 2007 17:07:21 GMT
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David Fanning writes:

>> What I want to do, essentially, is temporarily have all of the motion
>> and button click events handled by the drawbox routine. This way I
>> can loop on a call to widget_event, obtaining all of the mouse events,
>> and continually redrawing the selection box, until the user is done.
>> So, what I am going to try to do is UNSET the EVENT_PRO keyword to the
>> draw widget, loop on widget_event as described, and then re-set the
>> EVENT_PRO keyword to the original event handler.
>>
>> Is this how people usually go about handling these situations?
>
> No. This is how people who don't fully understand widget programming
> yet go about it. :-)

On the other hand, this is how David Stern used to write widget
programs, which drove me to distraction. Maybe this is how people
on either end of the widget programming spectrum write widget
programs. But the vast majority of us work out something a whole
lot easier. :-)

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")