Subject: Re: no focus on a widget Posted by Allan Whiteford on Wed, 15 Apr 2009 13:26:33 GMT View Forum Message <> Reply to Message

| Jean | Н | wro | te: |
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|      |   |     |     |

> Hi all,

>

- > I have a program that, depending on the data, opens a widget and
- > requires user action, or simply opens the widget, triggers a timer
- > event, which, among other, closes the widget. This is repeated several
- > times, like 30 times in a second.

>

- > This is working well, but when every widget is closed by the timer
- > event, it creates a unpleasing flickering as the Workbench (or whatever
- > application I have running), constantly get and loose the focus. Is it
- > possible to realize a widget without giving it the focus?

>

- > In case someone is tempted by the fix "don't use the timer, don't use
- > the widget", I can't really... it would be too much work for just an
- > cosmetic problem, as most required functions used widget\_control et al.

>

> Thanks in advance if you have any idea!

>

- > Ah, one more thing, the program should run under windows and linux.. I
- > haven't checked yet if this effect also happens on linux.

>

> Jean

Jean,

If you know in advance (i.e. before you draw it) you're not going to use the widget can you just set map=0 to the base of the widget when you create it?

This should (untested!) still allow your timer events and various widget\_controls to work without having to re-factor any code but will stop it appearing on the screen.

Thanks,

Allan