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Subject: Re: Event handling stops for no reason?  
Posted by [MichaelT](#) on Wed, 03 Mar 2010 23:47:26 GMT  
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> Well, you don't tell me how {INFO} is defined,

```
void = {Info, ID: 0L, Top: 0L, Handler: 0L, Info: ""}
```

This should be OK.

> but if it is not defined with an ID, TOP, and HANDLER  
> field, then it is likely this event is being swallowed  
> in the event handler of the self.group\_leader widget.  
> Is that the event handler that is suppose to do something  
> sensible with this event?

Yes. Like this:

```
;Get the structure name of the event
Case Tag_Names(ev, /Structure_Name) Of

    ;Tell the user what to do. Event is generated when an object is
    mapped/started.
    'INFO': Begin
        Widget_Control, self.info, Set_Value = ev.info
        Return
    End
...

```

This is indeed executed and then processing stops until I move the mouse. There are no further events involved...

>  
> Just too many unknowns here for me to make sensible  
> judgments.  
I am afraid so.

I just had the hope this was some known phenomenon.

Thanks for your help anyway!

Michael

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