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Subject: WIDGET\_DRAW and TRACKING\_EVENTS  
Posted by [Laurent Cambresy](#) on Wed, 02 Jul 1997 07:00:00 GMT  
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Hi,

I don't understand how to use the keyword TRACKING\_EVENTS. I need an event when the pointer enters in a window define by a WIDGET\_DRAW. I use BUTTON\_EVENTS and MOTION\_EVENTS without any problem. The same syntax for TRACKING\_EVENTS doesn't work.  
I'm looking for an example for this keyword...

Thanks in advance,

Laurent Cambresy

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