
Subject: Re: Generating EXPOSE events, in direct graphics with RETAIN=2
Posted by [Robert Moss](#) on Thu, 10 Jul 1997 07:00:00 GMT

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C. David Cooke wrote:

>
> I have an application that puts up a couple of windows at the same time,
> and I would like to be able to load a window-specific color table for each
> window, when it becomes the top or 'exposed' window. The new EXPOSE_EVENTS
> keyword to WIDGET_BASE does exactly what I want, but it forces you to set the
> RETAIN keyword to 0, forcing you to do the window update - which would be OK,
> except I am using direct graphics, and the data I'm displaying takes a couple
> of seconds to generate and display - long enough to be annoying. The
> KBRD_FOCUS_EVENTS keyword to WIDGET_BASE generates an event everytime the
> cursor crosses the window frame, even if the window has not been exposed,
> so this doesn't work either. So I was wondering if there was another way to
> duplicate the EXPOSE_EVENTS keyword of the WIDGET_BASE, but with the ability
> to set the RETAIN keyword to 2?

>

> Thanks -

>

> --

>

> David Cooke

> Emory University School of Medicine, Atlanta, GA

Well, I do have one suggestion... do your direct graphics into a
pixmap, then use the pixmap to update the window when it is exposed.
This will be much much faster than redrawing the graphics from scratch
each time.

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