
Subject: Re: Expose events

Posted by [davidf](#) on Tue, 14 Sep 1999 07:00:00 GMT

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Phil Aldis (philaldis@geocities.com) writes:

> I've been having some trouble with expose events. I'm writing this
> object/direct graphics window which automatically protects its colours
> when the computer is running in 8 bit mode. So rather than having to
> redraw the objects each time I get an expose event, I thought it would
> be better to employ a pixmap. So I draw into the pixmap and then copy
> to the screen,. Everytime a refresh is required I Device, COPY to teh
> window form the pixmap. However for some reason as soon as the program
> finishes, i.e. after it finishes the first initial drawing, the window
> wipes itself blank for no reason. Then the further device, copies
> whenever there are expose events don't do anything. I have played
> around and it seems that when expose events are on (and so retain is =
> 0) the device copy is a very dubious beast.

Well, this surprises me a bit. And if it were anyone but you, Phil, I would suspect pilot error. I'll have to give this a try, but I can't today. Thank God I can write an IDL program in five minutes and charge for an hour or I wouldn't ever make any money. :^)

> Also, I find that if someone resizes a window, the I get about 15 secs
> of non-stop resize events which is stupid. Does anyone know why there
> are so many?

You have Show Window Contents While Dragging turned on. Turn it off by going to Properties->Plus+ on your desktop.

> I'd appreciate any suggestions, as I'd prefer not to have to end up
> just redrawing evrything every time.

Why not? Surely this code is lickitty-split. :-)

Cheers,

David

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