Subject: Re: OnExpose in ActiveX
Posted by david[2] on Wed, 01 Aug 2001 13:39:25 GMT
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Bert Bierman writes:

> I ran into a problem which I hope someone can give me a hint:
>
> I use the IDLDrawWidget with Visual Basic.
> In the IDL-procedure I create a surface with SurfaceShade and PolyShade,
> and display this in the IDLDrawWidget.
>
> Because I want to manipulate the image I played around with the
> RegisterForEvents to set who is handling the mouse-events
> (VB or IDL).
>
> If you set "forward expose events" the image is no longer
> displayed?? But the button-processing is perfect.
> I guess the expose-event does not reach the IDL and the image
> is not actually displayed. I looked for an expose-function to
> trgger from VB like the ...->draw.... in object graphics but could
> not find it.
>
> Does someone know how this can be done?

I would guess you haven't turned EXPOSE events
on for the draw widget, therefore they are not
being generated:

    drawid = Widget_Draw(baseID, ..., Expose_Events=1)

Cheers,

David

--
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Subject: Re: OnExpose in ActiveX
Posted by Bert Bierman on Wed, 01 Aug 2001 14:21:57 GMT
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>

> I would guess you haven't turned EXPOSE events
> on for the draw widget, therefore they are not
> being generated:
>
>   drawid = Widget_Draw(baseID, ..., Expose_Events=1)
>
> Cheers,
>
> David
Hello,

No I haven't.
I understood that since I use it through the IDLDrawWidget
ActiveX-control you are not supposed to do widget_control
in the idl-code.

When you use it is seens to override the setting in VB.
But then I get the same problem when I turn it off in VB.

I rebuild the slicer3-program so a slice from a volume is
drawn in an other window.
Appearently "painting" both images takes too much time
and the procedure is not finished when the next event in the
main window fires. Although I catch the events which have the
same coordinates.
I get a: "% Temporary variables are still checked out - cleaning up.."
error.

Greetings,
Bert
o--o

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