
Subject: explicit redraw does nothing until expose(?) event - IDLitComponent
propertysheets

Posted by [sdettrick](#) on Wed, 21 Apr 2004 18:42:47 GMT

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Hi,

I've got an object window with a bunch of plots on it. I popup a WIDGET_PROPERTY SHEET to change the properties of my IDLgrLegend (registered with IDLitComponent), and it works nicely, but the actual graphic is never redrawn unless I move my legend around with the mouse, or drag my popup window over the top of the draw window.

So I add a Re-Draw button to my pop-up property sheet, in the hope that I can force a draw manually (I make sure it has access to the right IDLgrWindow and IDLgrView objects). Clicking on my Re-Draw button multiple times does nothing, until I either click on the legend or drag the popup over the draw window. Then all my queued Re-Draw events execute one after the other.

What's happening? Is there a way to get my redraw event processed immediately? Why doesn't the thing process the event until I expose or interact with the draw widget?

confused,
Sean

In more detail:

The TLB and Draw widgets are defined as:

```
tlb = Widget_Base( TLB_Size_Events=1 )  
drawID = Widget_Draw(tlb, $  
    Button_Events=1, $  
    Expose_Events=1, $  
    Retain=0, $  
    Graphics_Level=2, $  
    Event_Pro='Select_Button_Events')
```

The plot legend object has SELECT_TARGET=1, so after it is clicked on, the event handler calls a method of the selected target:

```
target -> propertysheet, group_leader=event.top, $  
    window=info.mywindow, $  
    view=info.myview
```

This class method pops up a widget with the ReDraw button and the WIDGET_PROPERTY SHEET. It looks a bit like this:

```
pro myLegend::PropertySheet, group_leader=group_leader, $
```

```

        window=window,$
        view=view
self.window=window
self.view=view
wpopup = widget_base( /FLOATING, $
    GROUP_LEADER=GROUP_LEADER $
)
button = WIDGET_BUTTON( wpopup, $
    value='Re-draw window', $
    event_pro='handle_all_events', $
    UVALUE = {object:self, $
        method:'ReDraw'} $
)
result = WIDGET_PROPERTYSHEET( wpopup, $
    VALUE = self , $
    event_pro = 'handle_all_events', $
    UVALUE = {object:self, $
        method:'ChangeProperty'} $
)
widget_control, wpopup, /realize
end

```

(Thanks to David Fanning and Stein Vidar for this way of getting a class method to be a proxy event handler.)

The handle_all_events.pro routine passes the WIDGET_BUTTON event to the myLegend::ReDraw method, which is as simple as this:

```

pro myLegend::ReDraw, event
    if event.select eq 1 then begin
        print,'REDRAW on request:'
        self.window -> Draw, self.view
    endif
end

```

Self.window and self.view are the original draw window and view. If I click on the button 5 times, nothing happens until I click on the legend or move the pop-up over the draw window. Then all 5 draw events execute directly!

Any suggestions?
