Subject: Catalyst library: pixmap object use.
Posted by Giorgio on Fri, 12 Dec 2008 00:09:43 GMT

Hi folks,
 This is intended to David, but maybe someone knows better.
 I am using the catalyst library to visualize in real time a
transformation to some data with some spinners added to control the
parameters. I use the imgwin program of the library as a template. In
there, when you creates the selectable draw widget object the erase
window keyword is specified. This provokes a flickering of the screen
each time is updated. To disable that I know that we have to use a
pixmap window. However I did not figure out how to implement and
coordinate the pixmap object with the selectable draw widget. Then my
question: Can you give an example or a road map to implement the
pixmap object.

As a side note, the coyote nickname reminds me of a similar animal
from Argentina, the aguara guazu.

Thanks,

Giorgio