
Subject: Signaling when tv finished

Posted by [Kenneth Kump](#) on Thu, 22 Aug 1996 07:00:00 GMT

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I have a widget_draw which is used in a complex program utilizing xmanager.

I perform a tv command to update the image in this draw widget.

I would like to wait here until it has completed updating the window before it moves along to the next command. What seems to happen is that my graphics is much slower than the calculations, and soon there may be several requests to update the same window (there must be some buffer). At that point any attempts at interactivity are shot.

Is there a way to wait for this screen update to finish ?

I'm running under SunOs.

Thanks,

Ken Kump
