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Subject: Generating EXPOSE events, in direct graphics with RETAIN=2

Posted by [david\[1\]](#) on Mon, 07 Jul 1997 07:00:00 GMT

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I have an application that puts up a couple of windows at the same time, and I would like to be able to load a window-specific color table for each window, when it becomes the top or 'exposed' window. The new EXPOSE\_EVENTS keyword to WIDGET\_BASE does exactly what I want, but it forces you to set the RETAIN keyword to 0, forcing you to do the window update - which would be OK, except I am using direct graphics, and the data I'm displaying takes a couple of seconds to generate and display - long enough to be annoying. The KBRD\_FOCUS\_EVENTS keyword to WIDGET\_BASE generates an event everytime the cursor crosses the window frame, even if the window has not been exposed, so this doesn't work either. So I was wondering if there was another way to duplicate the EXPOSE\_EVENTS keyword of the WIDGET\_BASE, but with the ability to set the RETAIN keyword to 2?

Thanks -

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