
Subject: EVENT_FUNCS

Posted by [philaldis](#) on Mon, 28 Jun 1999 07:00:00 GMT

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Can anyone possibly describe exactly how event_funcs work.

The reason I am interested is that I would quite like my DERAgrWindow (direct graphics version of IDLgrWindow), to handle expose events so that it can protect its colours automatically under an 8 bit display, if you ask it to.

The problem comes if the user wants to be getting their own events from the draw widget. I think that I might be able to use event_func to intercept the ones I want, do something, and then send the events back up the event train.

Can anyone describe how event_funcs work and what problems there are with them.

Cheers,
Phil

Subject: Re: EVENT_FUNCS

Posted by [rmlongfield](#) on Fri, 02 Jul 1999 07:00:00 GMT

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In article <7l9au6\$3cf\$1@nnrp1.deja.com>,
davidf7203@my-deja.com wrote:

> Phil Aldis writes:

>

>> Can anyone possibly describe exactly how event_funcs work.

>

> Event handler functions work exactly like event handler procedures,
> with this exception: they return a value. If that return value
> is anything else besides a structure that has ID, TOP, and
> HANDLER fields defined as long integers, the return value is ignored
> and the event handler function acts *exactly* like an event handler
> procedure. But if that return value is a structure with those
> fields, the return value is treated as an event structure and it
> is passed up the widget hierarchy just as all events are passed.

Aha, bookmark David's message folks! This is the FIRST time I have seen written in plain english what the EVENT_FUNC actually returns and how and where it returns it! David Fanning has used this in the past (I struggled with a list item widget of his a long time ago with little success understanding it until now).

Thanks David, and Phil for the asking!

Rose

Sent via Deja.com <http://www.deja.com/>
Share what you know. Learn what you don't.
