Subject: Re: Event on DrawDrawing
Posted by mr_ped on Wed, 21 Jul 2010 08:58:27 GMT

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Try to look at Bazaar/TestScatter2 package, maybe it will give you some ideas, although it may be a bit overwhelming as the Scatter control is probably somewhat too complex for what you want.

From your short piece of code... the "w" is the drawing area, where you output picture for user. If you would change "curve" dynamically, each repaint you will get moving curve. If you will react to mouse events somehow (check scatter demo, it does show tooltip with mouse position in graph on left click), your program will be interactive.