
Window Events

For activateEvt and updateEvt events, *theEvent.message* is a WindowPtr.

For activateEvs, you should check *theEvent.modifiers* and activate or deactivate the window (e.g., show or hide the scroll bars, etc.), depending upon the value of the activeFlag bit. (See Events.h)

For updateEvs, you are requested to redraw your screen. A typical sequence is to call **BeginUpdate**, redraw the content region of the window, and call **EndUpdate**. The **Window Manager** clips your output to only those parts of the screen that have been uncovered or were flagged via **InvalRect**.

Note: Upon receiving an update event for a window, you must call **BeginUpdate** and **EndUpdate**, even if you don't take any other action. Otherwise, your other windows will not be redrawn.

Note: Window events are not actually posted to the queue like other events; they are generated by the **Event Manager** at the time of the call to **GetNextEvent** or **WaitNextEvent**.