

REDRAW

Applies to

All controls.

Description

When set to false, prevents the display of visual changes in a particular window until re-set to true. This is particularly useful when a lot of manipulation is taking place and you don't want to redraw after each manipulation. Remember to reset this property to true when you have completed the manipulations.

Usage

status = **Set_Property** (*windowID*, "REDRAW", *truefalse*)

status = **Get_Property** (*windowID*, "REDRAW")