

Re: Controlling Event Sequencing...

Source:

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- *From:* "Claes Bergefall" <louplou@xxxxxxxxxxxxxx>
 - *Date:* Thu, 29 Jun 2006 16:28:14 -0400
-

Did you use BeginInvoke (Invoke won't work)? What are you doing in your methods? Can you show the code you're using to test this?

It works fine for me. Maybe you have a different definition of "after the event is fired"...

The Click event is fired in response to a WM_COMMAND message that gets sent to the message queue by Windows. When you call BeginInvoke as shown below, the framework will post a message (using PostMessage) to the message queue and immediately return. This message will be placed last in the queue, so when the framework eventually gets to it, the Click event (and the WM_COMMAND message that triggered it) have long since been completed. The event can't be any more finished than this, so not sure what you're after.

/claes

"jeff" <jhersey at allnorth dottt com> wrote in message
<news:eoE4RV7mGHA.3376@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Does not work...

the method invoker ... simply calls the method and executes it within the same event ... does not execute after the event is fired....

Oh well...from the overwhelm rsonce and input, I assume this is not something done with this language ...I will stop beating my head against the wall and try to work around it ...

thanks.
Jeff.

"Claes Bergefall" <louplou@xxxxxxxxxxxxxx> wrote in message
<news:OcOAsnrmGHA.3600@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Re: Controlling Event Sequencing...

You can use a BeginInvoke to invoke a method asynchronously. What this really does is post a message to the message queue and eventually calls your method. That way your OnClick event handler will be finished before the PostClick stuff runs. Something like this (assumin you inherit Button)

```
Protected Overrides Sub OnClick(...)
MyBase.OnClick(...)
Me.BeginInvoke(New MethodInvoker(AddressOf OnPostClick))
End Sub
```

```
Private Sub OnPostClick()
...
End Sub
```

This won't help you with PreClick though. Not sure how to solve that (if you still need it)

/claes

"jeff" <jhersey at allnorth dottt com> wrote in message
news:%23pxwYkhmGHA.3980@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Thanks, unfortunately this does not solve my problem...another example...

the problem is ... the initial 'click event' will not be completed before the OnPostClick event is fired / executed ... that is the problem ... i need the OnPostClick event fire after the OnClick event is completely finished ... I need some way to put to the OnPostClick in the windows event queue and have it execute AFTER the OnClick in completely done ... at all levels...

Another example...

say you have a custom control...with an event ... ItemChanged ... the control exposes this event to the programmer to allow him / her to capture and code on it according ... however once the control fires this event – the ItemChanged –, it continues processing the rest of 'its'

Re: Controlling Event Sequencing...

system events to complete the ItemChanged action ... say some internal stuff ... writes data to a buffer / file and so on ... These events will happen right after the programmer exposed Itemchanged, as the control has already put them in the windows event queue – ItemChanged for the Programmer, ItemChanged Write to File (control event not exposed), ItemChanged write to Buffer (control event not exposed) and so on ... So, these system / control events will immediately fire after the programmer's – ItemChanged event ...

So, what I want to be able to do, is create a base class object for this control ... myControl...

in the ItemChanged event I want to call / raise my own user event ... ueMyEvent_AfterChange ... the purpose is so I know when the entire ItemChanged event is completed and the data has been written to the file ... or a buffer...or wherever...my event will be next...so, using the event sequence from above...ItemChanged for Programmer, ItemChanged Write to File (control event), ItemChanged write to buffer (control event), and now my ueMyEvent_AfterChange fires.

Now, in my application, whenever I need this control or versions of (descendants) ... I can use my custom event ueMyEventChanged to access the information in the File / Buffer... because I know the control's entire ItemChanged event has completed and MyEventChanged will not fire until it is completely done. Simply calling the event inside the Itemchanged event will not give me what I want ... I need some way to tell vb to delay my custom event until the control's ItemChanged event or or System OnClick of the button is completed and run its course ...

Re: Controlling Event Sequencing...

Does this make since...or sound a little stretched...

Jeff.

"Claes Bergefall" <louplou@xxxxxxxxxxxx> wrote in message
news:eECBaCgmGHA.4992@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Define when an event has completed (and when it begins).

```
The simplest solution is to do this:  
Protected Overrides Sub OnClick(...)  
OnPreClick(...)  
MyBase.OnClick(...)  
OnPostClick(...)  
End Sub
```

Not sure if this meet your definition of completed though

/claes

"jeff" <jhersey at allnorth dottt com> wrote in message
news:OTVHSjVmGHA.2452@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

in addition....

I want to post the raise the event so that it will execute after the current system event has completed...

Jeff.

"jeff" <jhersey at allnorth dottt com> wrote in message
news:e68VpZVmGHA.4816@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

New VB user...developer...

Situation...simplified...

– I want to wrap a pre and post event

Re: Controlling Event Sequencing...

around a
system
generated
where
the
pre-event
will always
execute
before the
system
event and
the
post event
will always
execute
after the
system is
completed...
– I want to
wrap this
functionality
in a
framework,
so I could
possibly
have 3 or 4
levels of
inherited
objects that
need to
have
these pre /
post events
executed
before and
after the
system
event is
starting and
completed...
– basically,
i want to be
able to add
a 'Post'
event to the
message
queue and
have it
executed
after the
system

Re: Controlling Event Sequencing...

event is
completed...

ie. button
clicked ...
post my
event ...
button done
clicking,
system
does what is
does on a
completed
clicked ...
my event
that i posted
runs now...

Example...simplified...

– I want to
build to
custom
class
inherited
from the
common
command
button.

– I want to
add a
'pre-click'
and a
'post-click'
event to the
buttons
click event
... and still
allow the
developer to
use the
clicked
event...

so ... on my
base class
object ...
I add to
custom
subs/functions/events...whatever

Re: Controlling Event Sequencing...

you want to
call
them to the
control...
ue_PreClick()
ue_PostClick()
...

in the click
event i call
them
by...Click
Event...
ue_preClick(...)
... calls the
User Event
– Pre–Click
for the
button...
POST
ue_postClick()
... posts a
User Event
–
Post–Click
that will be
executed
after the
click event
is
completed...

Now, the
sequence of
events I am
looking for
is....

in any
descendant
class...if I
code the
pre–click
event....the
code
will execute
before the
click and
postclick
events...simple,
this

Re: Controlling Event Sequencing...

works.

now, in any
descendant
class...i
want the
post-click
event to fire
only when
the Click
event is
completed
for the
button...

So, for
example...

ButtonBaseClass...base
object
inherited
from the
windows
controls
buttons ...

Add two
functions...

uePreClick
(arg...)
uePostClick(arg...)

Now, I
inherit from
this and
create
another
button...

ButtonFirstChild

I place this
code the the
uePreClick

```
MessageBox.Show("Hello,  
I am in the  
PreClick  
Event")
```

Re: Controlling Event Sequencing...

I place this
code in the
uePostClick
event ...
MessageBox.Show("Hello,
I am in the
PostClick
Event")

and
finalling, I
put this
code in the
Clicked
Event...system
event...
MessageBox.show("Hello,
I am in the
Clicked
Event")

So, when I
click the
button ... I
want to see
message
boxes ...

PreClick...
Click...click
is done...
PostClick...

So, my
question is,
is there
anyway in
the ancestor
/ parent /
base
class to
code it such
that is will
execute the
events in
this order
... I know I
could code
three
custom
events

Re: Controlling Event Sequencing...

uePreClick ,
ueClick,
and
uePostClick
... and code
accordingly,
but what I
am
after here is
I want the
uePostClick
event to fire
after the
system
Click event
has
completed...

Is this
possible in
VB
.Net....this
is a
technique I
user with
Powerbuilder
and it works
just
fine...unfortunately,
I can see
not
how to
handle this
is VB...and
help of
guidance
would be
great...

the
Application.DoEvent
will flush
the message
queue but it
will not
complete
the current
event before
calling the
'POSTED'
event...what

Re: Controlling Event Sequencing...

I
need is the
current
event to be
done ... than
the post
event fired.

Any help
would be
greatly
appreciated...

Thanks
Jeff