Q: In my application when my window becomes the key window or the main window, sometimes it doesn't display itself.   What's going on?

A: There is a bug where **display** sometimes is disabled in a Window when the window becomes key and/or main.   The result is that a window (or its delegate) tries to do some drawing in its **becomeKeyWindow** or **becomeMainWindow** (or **windowDidBecomeKey:** or **windowDidBecomeMain:**) method, and the drawing doesn't happen because some drawer observes that display is disabled.

Here's a workaround.   You can do this little dance in either your delegate method or your override of Window's **becomeKeyWindow** or **windowDidBecomeMain**.

```
- windowDidBecomeMain:win
{
        BOOL displayWasDisabledForActivation = [NXApp _isInvalid] &&
                                               ![win isDisplayEnabled];

        if (displayWasDisabledForActivation)
        [win reenableDisplay];

/* whatever you do now... */

        if (displayWasDisabledForActivation)
                [win disableDisplay];
        return self;
}
```

The _isInvalid method is a private method, and as such is undocumented.   Calling this ensures that you are in the case where this bug bites.   We thought this might be prudent in case there was a different time when you really would like display to be disabled.

Valid for 2.0, 3.0

QA661