
Subject: Re: Progress and Widgets

Posted by [davidf](#) on Wed, 10 Dec 1997 08:00:00 GMT

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Matthew Hanson (matt@ktaadn.com) writes:

- > I am currently working on a program which has substantial computation
- > and wait times (incidentally, the object graphics seem to take an
- > unusually long time to render. . .).

No c-o-m-m-e-n-t.

- > I want to be able to show progress and was wondering if anyone knows how
- > to do the following things:
- > 1) Change the pointer/mouse to an hourglass or similar 'hold on' icon.
- > I am using IDL for UNIX.

Widget_Control, /Hourglass

- > 2) Show a progress bar.

I put an example of this on my anonymous ftp site for you. The file is named showprogress.pro. Compile it and then type "test" to see it in action. You can find it at:

<ftp://ftp.dfanning.com/pub/dfanning/outgoing/miscellaneous/>

- > 3) Have a modal message widget come up, but with no user buttons, and
- > some text. Basically it needs an ID so i can destroy it later in the
- > program. Is the best way to do this just make a window?

See the code above. I like to make it a function that returns the ID value when its called.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
