Subject: Progress and Widgets

Posted by Matthew Hanson on Wed, 10 Dec 1997 08:00:00 GMT

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. . .).
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.
2) Show a progress bar.
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?

thanks in advance,
matt

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