Subject: Re: Concurrent widget program.
Posted by David Foster on Tue, 02 Jun 1998 07:00:00 GMT
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Andy Loughe wrote:

>

> David Fanning wrote:

>

>> But that is not the case at all. Consider this example.

>> Suppose the event handler code went into a processing loop

>> and that the loop took 5 minutes to execute. Then the user

>> could be pushing as many buttons on as many widget programs

>> as he or she liked, but nothing would be happening. In

>> fact, nothing at all would happen until that loop finished

>> and then, probably, all hell would beak loose as IDL rushed

>> to handle all the events that had queued over the past five

>> minutes.

>

> I am not a widget genius, but isn't that one reason you

> add the hourglass keyword when controlling widgets that

> take "awhile" to process the event?

>

Yes! AFTER you've used NO_BLOCK to get the second widget up
on the screen! As far as I can tell, that is what the gentleman
was asking. I never meant to imply that IDL could process *events*
concurrently...sorry for the confusion. Are we having a bad day?...

Dave

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