## Subject: How can I introduce an 'Interrupt button' into an IDL loop
Posted by wje on Thu, 24 Sep 1998 07:00:00 GMT

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I have a program which performs a lot of iterations and therefore
takes a long time. Sometimes I need to stop the interation. I can use
cntrl-break but it would be more elegant if I were to introduce an
on-screen button to do this. Since the program is in the loop button
events are not being handled. Is there a simple way to achieve this?

Thank you

Bill