Subject: Re: Xinteranimate, getting control back
Posted by philip aldis on Wed, 11 Nov 1998 08:00:00 GMT
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David Fanning wrote:-

>
> While I'm waiting anxiously for Philip's new program, like
> the rest of you, I should point out that XINTERANIMATE doesn't
> take control of anything. There is nothing going on that would
> prevent the user from going back to the original program
> and launching *another* version of XINTERANIMATE, or doing
> some more work while the animation plays along happily in
> the corner of the display. (Whoops, except that XINTERANIMATE
> is written with COMMON blocks and can only allow one copy
> of itself to exist at any one time. A pity, really. Someone
> should have read my book. :-)

   Luckily I did read your book, and so you want even find so much as a sniff of
a common block, so you can have as many instances as you like.

   Phil


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