
Subject: Re: Xinteranimate, getting control back
Posted by [davidf](#) on Wed, 11 Nov 1998 08:00:00 GMT
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Philip Aldis (teal@dera.gov.uk) writes in response to Jeff Tyler:

>> My problem is that I want to be able to compute a set of results, let
>> the user see the animation and then go back and compute a new set of
>> results that the user then can animate again. However, once I start
>> XINTERANIMATE then IDL wants the user's control of the program to go to
>> the widget and when the user hits the "end animation" button, the
>> program ends. I would prefer for control to go back to my program where
>> the user can change model parameters, recompute and then run a new
>> animation. Can anybody suggest how to get XINTERANIMATE to return
>> control to the main program once it has stopped, or some other solution
>> to the problem.
>
> As for the problem you highlight here, all you would have to do is change
> the event handler on my program for the quit button, so that it notified,
> some other program - it would be a piece of cake to do. You could change the
> code quite easily.

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. :-)

So I am confused about the notion of getting XINTERANIMATE to return control to the main program. Where else *is* the control, except in the main program. After all, this is the program that spawned XINTERANIMATE, correct? When the user quits XINTERANIMATE the other widget program (programs ?) should be there for them to interact with. There are certainly no limitations on how many widget programs can be running simultaneously that I know about.

Cheers,

David

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