
Subject: cancel button to stop w/in an iterative loop?
Posted by [T Bowers](#) on Mon, 08 Mar 1999 08:00:00 GMT
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Hi.

I'm trying to create a simple cancel button for my software. I slapped a GUI on an iterative function that processes alot of data files. I want a cancel button to appear just as the run enters the processing loop, and exit out of processing if the user pressed the button.

Below is a file tGUI.pro to show one of the variations I've tried. I even tried to register the cancelBase base widget with xmanager, then destroy it in the cancelProcessing() callback, then check the value of xregistered in the outer loop to see if it's registered. No such luck. I'm obviously missing something here. Some of this code is strait outta my app so please forgive my coding style (e.g. the loop to create the widget buttons in the procedure tGUI). Oh, and global variables via a COMMON block is my LEAST favorite option. If that's the only way to go, I guess I'll have to do it, but that'll be my last option. Even so, I did try it with a common block, and I still couldn't get it to work.

Thanks alot in advance

IDL> print, !version

{ x86 Win32 Windows 5.2 Oct 30 1998}

;---CUT HERE-----

;///
////////////////////////////////

```
function cancelProcessing_event, event
  widget_control, event.top, GET_VALUE=eventValue
  if eventValue EQ "CANCEL PROCESSING" then $
    widget_control, event.id, SET_UVALUE = 2
  return, 1
end
```

;///
////////////////////////////////

;///
////////////////////////////////

```
function processData
  ;//Create my cancel button
  cancelBase = Widget_Base(UNAME='cancelBase',/ALIGN_CENTER,$
    /GRID_LAYOUT ,TLB_FRAME_ATTR=9)
  cancelButton = Widget_Button(cancelBase, UNAME='cancelButton',$
    /ALIGN_CENTER ,VALUE='CANCEL PROCESSING', $
```

```

EVENT_FUNC="cancelProcessing_event")
Widget_Control, /REALIZE, cancelBase

; //Set something I can use to know it's been pressed
widget_control, cancelBase, SET_UVALUE=0

; //Create an outer and inner loop. I wanna check to see if the cancel
; // button was pressed at the beginning of every iteration of outer loop.
for j = 1,3 do begin
widget_control, cancelBase, GET_UVALUE=widValue
if widValue EQ 2 then begin
print, "User Cancelled"
goto, BREAK
endif
for i = 0, 100 do begin
print, i*j
endfor
endfor

; //User pressed cancel button so jumped to here
BREAK:
; // ...destroy the cancel button 'n base
widget_control, cancelBase, /destroy

return, 0
end
;//////////////////////////
////////////////////////

;//////////////////////////
////////////////////////
pro mainForm_event, ev
widget_control, ev.id, GET_VALUE = eventval
case eventval of
"Process Data": retCode = processData()
"Quit": widget_control, ev.top, /destroy
endcase
end
;//////////////////////////
////////////////////////

;//////////////////////////
////////////////////////
pro tGUI
; //There'll be 2 buttons
mainFormButtonList = ["Process Data","Quit"]
; //Create base
baseWidget = widget_base(TLB_FRAME_ATTR=1)

```

```
;;Create button base widget off of base
buttonBaseWidget = widget_base(baseWidget, /column, space=10)

;;create buttons...
numButtons = n_elements(mainFormButtonList)
mainFormButtons = lonarr(numButtons)
for i=0,numButtons-1 do begin
  mainFormButtons[i] = widget_button(buttonBaseWidget,
value=mainFormButtonList[i])
endfor

widget_control, baseWidget, /realize

;;Pass off to xmanager
xmanager, "mainForm", baseWidget, /no_block
end
;////////////////////////////////////
////////
;---CUT HERE-----
```
