
Subject: Re: Widgets and Animation Loops in IDL 5.0

Posted by [davidf](#) on Fri, 23 Jul 1999 07:00:00 GMT

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Shawn (drphys@my-deja.com) writes:

> I am using IDL 5.0 on a DEC Alpha. I am animating a 3D plot of a
> particle trajectory by incrementing the "az" variable and then
> replotting in a loop. I decided to add widgets to control the speed of
> rotation and the angle about the x axis "ax". I have found this to be
> unworkable so far because once the code enters the loop the widgets do
> not issue events, so my event handlers do not get called. This was
> easily fixed by using widget_control commands inside the loop and using
> sliders to control the speed and x angle, however, I can not find a
> method to exit the loop, except for possibly adding a slider that could
> turn it off. The solution seemed to be a toggle button that could be
> examined using widget_control during the loop, but I have found no way
> to examine the state of the toggle button.

You can look at my XMOVIE program for the proper way to do an animation in a widget program. It demonstrates how to write the program so that other events can be processed, so you can stop the animation, etc.

<http://www.dfanning.com/programs/xmovie.pro>

> Also while I am at it, I am
> new to 3D plotting using "plots" to do a trajectory plot. There seems
> to be no way to get axis on the screen. I have tried the axis command
> and can only get either one axis, or a white blotch (this seems random
> as I have not touched that line of code for a while). So help on any of
> the above will be greatly appreciated.

Here is an article that shows you exactly how to do a particle trajectory with axes:

http://www.dfanning.com/tips/particle_3d.html

Cheers,

David

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