
Subject: Widgets and Animation Loops in IDL 5.0

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

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Hi,

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. 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.

Thank you,
Shawn

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