
Subject: Re: Widgets and Animation Loops in IDL 5.0

Posted by [drphys](#) on Mon, 26 Jul 1999 07:00:00 GMT

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thank you!

This all looks very good. I will try implementing it later today.

Shawn

In article <MPG.120253cba46679d7989844@news.frii.com>,

davidf@dfanning.com (David Fanning) wrote:

> 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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