Subject: Re: Puzzled about event loops

Posted by davidf on Mon, 27 Dec 1999 08:00:00 GMT

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Karri Kaksonen (karri.kaksonen@picker.fi) writes:

> Is there a way to move the event loop around?

>

- > I just want to check some widget events in a
- > looong processing loop but the routine
- > event = widget_event(hiddenTextID,/nowait)
- > always returns with event structure {0, 0, 0}

>

- > The strange thing is that if I don't care about
- > this but fill in the fields myself then the program
- > works as intended. There are actually sensible events
- > like keyboard hits getting through somehow.

>

- event = widget event(hiddenTextID,/nowait) >
- ; Fill in event.top that was 0 with something >
- ; that xmanager would give me >
- event.top = self.tlb >
- widget_control, event.top, set_uvalue=self >
- : Call the main event handler directly >
- rawgui_events, event >
- : This works like a dream but clutters up the heap >

- > What I would like to do is to stop event processing in
- > xmanager while I run my long loop and process events
- > one at a time. Can this be done easily?

I'm not sure I entirely understand what you are doing, but it sounds similar to my Show Progress indicator on my web page:

http://www.dfanning.com/programs/showprogress define.pro

In the example program that comes with it (compile the whole file first), a button event puts you into a big loop, where events are handled with WIDGET EVENT.

I don't know why your events are always empty. That seems strange. They might be so if one of your programs was modal. Or perhaps even if your programs are blocking, although this seems less likely to me.

In any case, I'm out the door skiing, so I can't test it. :-)

Cheers,

David

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