
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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