
Subject: Puzzled about event loops

Posted by [Karri Kaksonen](#) on Mon, 27 Dec 1999 08:00:00 GMT

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Hello,

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 run this in pure object-graphics so it is slightly
different from the TestKey-example in Davids treasure
chest.

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Regards,

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Picker Nordstar
