Ronn Kling (ronn@rlkling.com) writes:

> What you want to use is a timer event for widgets. This doesn't use any cpu
> time until the event fires off. If you don't have any widgets as part of
> your program you can still create a simple base and keep map=0 so that it
> never becomes visible.

Because I wasn't sure if an unmapped widget could
actually receive a timer event, I just coded a file-
seeking program up. Here it is. Note no error
checking!

```
**************************************************
PRO TestForFile_Event, event
Widget_Control, event.top, Get_UValue=filename
dummy = Findfile(filename, Count=count)
IF count EQ 0 THEN BEGIN
   Widget_Control, event.top, Timer=5
   Print, 'Still looking...
ENDIF ELSE Print, 'Found File: ', filename
END


PRO TestForFile, filename
tlb = Widget_Base(Map=0)
Widget_Control, tlb, /Realize, Set_UValue=filename
Widget_Control, tlb, Timer=5
XManager, 'testforfile', tlb, /No_Block
END
**************************************************
```

I ran it like this:

   IDL> TestForFile, 'butter.pro'

Here is my output. Note, I had to save a file
named "butter.pro" to get the think stopped. :-)

   Still looking...
   Still looking...
   Still looking...
   Still looking...
   Found File: butter.pro

Cheers,

David

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