
Subject: Re: Event Handling

Posted by [David Fanning](#) on Thu, 22 Nov 2001 18:43:15 GMT

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Adam Rankin (arankin@irus.rrl.on.ca) writes:

> This one is taking my brain for a spin so ANY help/advice is very, very
> much appreciated.
>
> Right now I'm trying to write a program that will act as a counter that
> displays a ratio of (currentjob/numberofjobs) and it's working. The
> problem comes when I want to add a cancel button.
>
> Right now I use XMANAGER to handle events and that's all I know so don't
> be mad. =) But with if I use XMANAGER to handle the event of the cancel
> button being pressed, it locks up the system and stops running the actual
> calculations that I'm doing.
>
> So in essence I guess I'm looking for a way to handle events in a separate
> window than the one doing the calculations without locking up the system.

Yes, you are going to have to use Widget_Event to look for events from this specific button. See the UPDATE method in my ShowProgress program for an example of how this is done.

http://www.dfanning.com.programs/showprogress__define.pro

There is an example program. Access it like this:

```
IDL> .compile showprogress__define
IDL> example
```

You want the Manual Mode operation.

Cheers,

David

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