
Subject: Re: does IDL support multi threading
Posted by [R.Bauer](#) on Tue, 18 Jun 2002 07:08:10 GMT
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Ashwin wrote:

>
> I have a GUI written using IDL .When a procedure is executing i am not able
> to select/click any button on GUI.i.e the GUI is completely inactive and
> does not respond to the user inputs untill the procedure is completed. How
> to make the GUI have a higher priority than other procedures.

Dear Ashwin

That's depends on how you have written your widget.

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/dbase/download/x_animate.tar.gz
or as idl5.5 binary
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/dbase/download/x_animate.sav

For further routines or licensing please have a look at
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

Example:

http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_work/fr_lib/examples/c3h8.anim

After loading the animation and pressing the play button every other
button
could be selected to do a different action while one action is running.
e.g. you can change the rate or the switch to loop.

I can later on explain more in detail how this is done if this
is what you like to have.

regards
Reimar

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a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html

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