Subject: Re: Clearing widget events
Posted by Mark Hadfield on Wed, 18 Jun 2003 21:38:56 GMT
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"Craig Markwardt" <craigmnet@cow.physics.wisc.edu> wrote in message
news:onel1rglmw.fsf@cow.physics.wisc.edu...
>
> Hmmm, I've found that when doing something like a "stop" button, I
> basically bypass XMANAGER, and simply poll events for that button
> using WIDGET_EVENT() at a convenient point in the computation loop. I
> am able to receive events for the "stop" button even if other buttons
> have been clicked first. Those other clicks will be ignored until the
> computation is finished and XMANAGER is able do deliver them again.

Hmmm. when I want a widget application to be interruptible I add the
following code (buried inside a function) to the computation loop:

```
  repeat begin
    event = widget_event(base, BAD_ID=bad_id, /NOWAIT)
  endrep until event.id eq 0
```

Here base is the ID of the top-level base. This causes all events queued for
the base to be processed. The event handlers for the buttons themselves
don't have to do anything special.

Just my $0.02 worth. I don't know if this method is better or worse on
balance than Craig's. It makes programming a bit simpler, I think, but it
may be more dangerous because it doesn't stop the user from doing something
inappropriate, like triggering the window manager's "close" command.

BTW, I don't recall why I have BAD_ID in there. Probably for debugging.

--
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