
Subject: Re: Clearing widget events

Posted by [MKatz843](#) on Wed, 18 Jun 2003 20:22:50 GMT

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> Is it possible to clear any pending widget events without causing an
> existing event handler to be called?

You can use

`widget_control, widget_ID, /CLEAR_EVENTS`

but you should consider a few things in advance.

When the computer is busy with a long calculation and the user hits the button repeatedly, I believe that the *operating system* may queue the events. This may affect your ability to clear the events since IDL may not have seen the events yet. Certainly an experiment will settle the issue quickly.

I've found that this can be a thorny issue when you give the user a "stop" button for something. If some other button is clicked several times and is taking a while to process things, then the stop button's event isn't able to magically jump ahead of the other queued events. So stop buttons can't solve itchy-button-finger syndrome.

So, that said, I think a solution you may want to consider is this.

When the user presses the button, set the cursor to hourglass so the user will see that it's calculating, and make the offending button insensitive until the calculation is complete.

`widget_control, button_ID, SENSITIVE=0` or `1`.

`widget_control, HOURGLASS=1` or `0` (I think that's correct).

Then the button can't generate new events until you're ready.

MKatz
