
Subject: Interrupting a loop in a GUI

Posted by [ebertf](#) on Thu, 11 Mar 2004 13:26:07 GMT

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I wrote a GUI for displaying a camera picture that looks like this:
There's a display for the pic, some buttons to set display parameters
and a button to START the camera.

My problem is, when I press the START button, the event starts an
infinite loop in my `_eventcb` program that is acquiring pictures from
the camera forever...

The question now is:

How can I interrupt a loop from another button, i.e. how can I create
the STOP button on my GUI Surface. Or how can I change parameters
during the camera loop is running.

Usually IDL waits until the process in the `_eventcb` is finished before
it executes another thing from the GUI Surface.

I guess there is a very simple answer, but I don't know it... :-)

Florian
