
Subject: Q: synchronizing widget events

Posted by [zender](#) on Tue, 21 Mar 1995 17:41:14 GMT

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i've got a widget program and i am starting to implement a kind of macro capability where one button will generate a pre-programmed sequence of events (with `widget_control,send_event=...`) to send off to the other buttons. i've got it working so that the events are all sent and control is returned to the user when the macro finishes playing. but there's a sequencing problem.

i may send the events in the order a,b,c,... but the events are getting permuted in order by the time they execute. this is a problem because these are non-commutative operations, and the outcome of event b will be incorrect if event a hasn't finished yet. i think this is what's happening. is there a way of running the event managers in a synchronous mode so that the order the events is processed in is determinate?

i'm not sure it's relevant but i'm sending events to two different event managers. would it help if i moved all the pertinent widgets to the same event manager?

thanks,
charlie

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