Subject: Re: any replacement for wait function

Posted by David Fanning on Thu, 29 Sep 2005 21:26:49 GMT

biophys writes:

> I'm trying to write a widget program doing some continuous calculation
> while display several pieces of small movie(image/plot sequences) at
> certain speed. I want the speed of movie to be independent of each
> other and the movie content is updated as background calculation spits
> out new data. However, the only way that I know to display a movie is
> to TV to a draw widget and use wiget_timer and wait function to control
> speed. And the problem is that the wait function suspends the whole idl
> session, thus suspending the the other draw widget update as well as
> the background calculation. So it seems impossible to implement this in
> IDL? Or I am not aware of some other technique? Any comments?

A timer widget AND a WAIT function!? Sounds like overkill to
me. I'd get rid of the WAIT function and let the timer do the
waiting.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/