
Subject: any replacement for wait function

Posted by [biophys](#) on Thu, 29 Sep 2005 21:07:06 GMT

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Dear All,

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 widget_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?

Thanks
