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Subject: Re: Waiting without locking?

Posted by [Benjamin Hornberger](#) on Wed, 19 Oct 2005 18:26:59 GMT

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hocmin@gmail.com wrote:

> I'd like to write a small IDL program that continuously polls something  
> with a pause between polling so it's not just an endless loop eating  
> CPU cycles. I'd also like to be able to do this while another program  
> is running (something with an interface that the user is working with).  
>  
> The wait procedure seems to lock not only the polling program from  
> running but any other IDL program as well. Is there any way to get a  
> program to "wait" without affecting any other running programs?  
>

You can use widget timer events. If your program is a widget program, you can build it directly into there. If not, I would recommend writing an object which contains an invisible widget.

Ask back if you need more info.

Benjamin

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