
Subject: Re: cannt disable widget timer event?

Posted by [Weihua FANG](#) on Tue, 31 Jan 2006 02:30:17 GMT

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hi, David,

thanks for your reply.

the problem is that I have to set and cancel timer event again and again in my application.

David Fanning wrote:

> Weihua FANG writes:

>

>> is it possible to disable widget timer event? yes, possible to avoid

>> executing part of codes in timer event procedure. but for efficient

>> consideration, is it possible to disable widget timer event like

>> disable other events, say, something like

>>

>> WIDGET_CONTROL, my_widget, DRAW_MOTION_EVENTS = 0

>>

>> WIDGET_CONTROL, my_widget, Timer_Events= 1

>> WIDGET_CONTROL, my_widget, Timer_interval= 0.2

>

> Widget timer events are one-shot events. If you don't

> set them, they don't happen. Simple as that.

>

>> Am I asking to much from IDL?

>

> Probably. I think you should ask for no events from

> your IDL programmer :-)

>

> Cheers,

>

> David

>

>

> --

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