
Subject: Re: Timer Events and Menus

Posted by [David Fanning](#) on Fri, 24 Mar 2006 22:42:51 GMT

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Dan Carreira writes:

- > I've written an object oriented application with a generic event
- > handling wrapper routine that directs events to various objects.
- >
- > I've placed a print statement in the wrapper so that I can see when and
- > what events occur.
- >
- > My timer goes off flawlessly until I expand the file menu; at which
- > point my timer events stop coming in.
- >
- > It appears as if the entire application has halted, and remains halted
- > until I either make a selection or close the menu. Upon which I get an
- > instantaneous timer event and the updating continues again.
- >
- > First, does anyone know why this occurs? And second does anyone know
- > how to keep the timer events going?
- >
- > I beleive it has something to do with the menu widget buttons but I'm
- > not entrely sure.

Clicking a menu button (which is what the File button is, by virtue of being in the menubar) causes a blocking widget event (the button reveals the pull-down part of the menu). No other event can occur until this blocking event is finished, either by making a selection or releasing the pull-down menu. If it *didn't* occur like this, it would not be possible to get a pull-down button event.

There is nothing you can do about it. The next timer event will be generated as soon as this blocking event is released.

Cheers,

David

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