
Subject: Re: Running processes in parallel

Posted by [David Fanning](#) on Wed, 12 Jul 2006 20:44:22 GMT

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WorkerAnt writes:

> Currently, there is a for loop in my program that takes anywhere from a
> couple of seconds to a couple of minutes. (The procedure runs a step by
> step animation using the wait function). It's called from an event
> handler whenever a button in the widget is pushed. I want to be able to
> stop anytime in the middle of the animation when another button is
> pressed. (As opposed to the ctrl break method).
> However, the event handler is unable to process the stop button getting
> pushed until the for loop procedure is complete, thus defeating the
> purpose. Is there any way to run two procedures in parallel? Or a time
> independent way to have one take priority over another?
> Barring these two possibilities working, is there any other way of
> having the animation stop?

You can see an example of using timer events to run
a widget animation in this example program:

<http://www.dfanning.com/programs/xmovie.pro>

Cheers,

David

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