
Subject: Re: Running processes in parallel

Posted by [Michael Galloy](#) on Wed, 12 Jul 2006 20:25:00 GMT

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WorkerAnt wrote:

> 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?
>

Yes there is a way to do this: use timer events. You'll need someplace to store data (like a "state" structure, member variables of an object, etc.) The basic steps would be, in your current event handler:

1. If the event was a "stop" button, then set a "stop" flag and exit.
2. If the "stop" flag is set, exit.
2. Do one step and record that you did the step (so you know which step to do the next time).
3. Set a timer (using "WIDGET_CONTROL, id, TIMER=t" instead of using "WAIT, t").

You could probably do this using the IDL_IDLBridge now, in a way that is more in line with your original strategy. I don't have a lot of experience using it, but it seems like there is a fair amount of overhead in using it.

Mike

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