
Subject: Widget event problem

Posted by [gfu](#) on Mon, 16 Oct 1995 07:00:00 GMT

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Hi,

In IDL widget event handling, is it possible to start another event inside an event before it (the parent event) finish ?

The example included at the end demonstrated that I cannot do this.

Any comment or soulution ?

Gary

```
.*****  
,  
pro event_EVENT, event
```

```
Widget_Control, event.top, Get_UValue=gvar  
WCMD = gvar.WCMD
```

```
CASE event.id OF
```

```
  WCMD.quit:    BEGIN  
    WIDGET_CONTROL, event.top, /DESTROY  
    RETURN  
  END
```

```
  WCMD.button1: BEGIN  
    print, 'inside button1 event'
```

```
  WCMD.flag = 1
```

```
  event = {ID:WCMD.button2, TOP:WCMD.base, HANDLER:WCMD.base}  
  WIDGET_CONTROL, event.ID, SEND_EVENT=event
```

```
  WHILE (WCMD.flag EQ 1) DO BEGIN  
    ENDWHILE  
  END
```

```
  WCMD.button2: BEGIN  
    print, 'inside button2 event'  
    WCMD.flag = 0  
  END
```

```
ELSE: BEGIN  
END
```

ENDCASE

END

```
.*****
,

pro event

; setup gui widgets

WCMD = {WCMD, base:0L, button1:0L, button2:0L, quit:0L, flag:0L}

WCMD.base = WIDGET_BASE(xoffset=50, yoffset=50, $
    title="Test event")

base0 = WIDGET_BASE(WCMD.base, /COLUMN)
base1 = WIDGET_BASE(base0, /ROW)

base4 = WIDGET_BASE(base0, /ROW)
WCMD.button1 = WIDGET_BUTTON(base4, VALUE="button1")
WCMD.button2 = WIDGET_BUTTON(base4, VALUE="button2")
WCMD.quit = WIDGET_BUTTON(base4, VALUE="Quit")

WIDGET_CONTROL, /REAL, WCMD.base

gvar = {WCMD:WCMD}

WIDGET_CONTROL, WCMD.base, SET_UVALUE=gvar

XMANAGER, "event", WCMD.base, event="event_EVENT", GROUP=group

end
```
