Subject: Re: Basic Event Handling
Posted by Michael Galloy on Tue, 07 Aug 2007 16:54:02 GMT

On Aug 7, 5:13 am, Gaurav <selfishgau...@gmail.com> wrote:
> I tried to think it out in terms of a timer event but that did not
> help me much.

Why not do the animation as a series of timer events instead of in a
FOR loop? Have a flag that indicates to keep zooming. Set the flag if
the user single-clicks or if the "loop" variable hits the end. Check
the flag when the timer goes off and do the appropriate thing.

For an example,

 http://michaelgalloy.com/2006/07/25/timer-events-to-process- a-task-in-the-background.html

Mike
--
www.michaelgalloy.com