Thank you all, for your kind responses. I learnt three different ways to do solve my problem. I could not implement Michael's way as my object in display is already running very slow owing to the large number of views and image objects added to it. Event listening routines sound impressive but it was Dr. Fanning's clue that finally helped me out.

I knew it had to be a very simple solution for IDL has never let me down as yet. I knoew my troubles were over the moment I saw 'WIDGET_EVENT' function in Dr. Fanning's code. I really feel stupid having missed it in the documentation earlier and beating about the bush uselessly. But, there are very few proper sample codes that use the functioality.

All I did was to create a button above my draw widget and check for events on this button in the FOR loop with the /NOWAIT keyword set. In the button event, I set a variable which I checked in the FOR loop below the WIDGET_EVENT line and came out of the loop as soon as the button was pressed. As simple as that!

Thank you all, once again.