
Subject: Re: Catching events within Widgets
Posted by [mgs](#) on Sat, 09 Mar 1996 08:00:00 GMT
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In article <DnyMIn.BB2@midway.uchicago.edu>, rivers@cars3.uchicago.edu wrote:

> In article <4hpdpg\$205@oban.cc.ic.ac.uk>, justin@ic.ac.uk (Justin) writes:
>>
>> My problem is this: I have written a widget program with start and stop
>> buttons, the trouble is once the start button is pressed the called
procedure
>> grabs control of IDL and so the stop button has no effect.
>
> The fundamental problem is that IDL only allows a single thread of execution.

This is a problem, but not something that can't be worked around. Without knowing exactly what you're trying to do with the start and stop functions, take a look at the IDL library procedure xinteranimate. It has interactive start and stop functions similar to a VCR's controls. Maybe something similar to that will work for your program.

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