
Subject: Re: Catching events within Widgets
Posted by [jlaw](#) on Fri, 08 Mar 1996 08:00:00 GMT
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If you ignore some of the documentation, you can do this...

```
pro loop,ev
common ctl,ok,button1,button2,base
  if ok eq 1 then return
  ok = 1
  i = 0
  while ok do begin
    i = i + 1
    for j = 0 , 100 do void
      widget_control,button1,set_value=string(i)
  ;
  ; event=widget_event(base,/nowait)
  ; ~~~~~ Lets IDL find out whats going on in the world.
  end
end
pro ender,ev
common ctl,ok,button1,button2,base
  ok = 0
  widget_control,button1,set_value='start'
  return
end
pro starter
common ctl,ok,button1,button2,base
  ok = 0
  base=widget_base(/row)
  button1 = widget_button(base,value='start',event_pro='loop')
  button2 = widget_button(base,value='stop',event_pro='ender')
  widget_control,base,/real
  xmanager," ,base
  return
end
```
