Subject: Re: Multiple draw widget events
Posted by David Fanning on Fri, 02 May 2008 14:21:43 GMT

Jye writes:

> Another newbie here so the answer to my problem is most likely
> blatently obvious.
>
> The example below is of a draw widget which windows the displayed
> image when right clicked on the draw widget and the ROI button runs
> CW_DEFROI. But my problem is that the windowing events interfere when
> CW_DEFROI is called! How can I stop this from happening? Im sure it
> has something to do with the /no_block keyword but I have been unable
> to find the solution.
>
> Any help is greatly appreciated.

Something really weird is going on here!

I have to confess, I have never used CW_DEFROI, because I have
never been able to figure it out. But, clearly, it has its
own event loop, and we are meant to *stay* in that event loop
until we exit the CW_DEFROI program (WHILE 1 DO...). Nothing
else should be happening.

But while it does *appear* to be stuck inside its own
event loop, other events can be processed and sent to
other event handlers, etc. As I say, too, too weird!!

I don't have time this morning to fool around with it,
and I have a busy weekend planned (learning about native
plants), but maybe I'll come back to this when I get
a moment. There is something to be learned here, I just
don't know exactly what yet. :-)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")