

Hi David:

Yes - I'm sure. I even exited the idlde, restarted IDL, reloaded the changed version, compiled and ran it, and it ran fine. I even added a print statement in the middle of the main procedure so that it would produce something on the console to identify that it was the altered version that was running. I saved the altered version to my DEFAULT directory and de-selected all other directories in Window>Preferences...>IDL>Path to be sure it wasn't picking up a version from someplace else.

The reason the WIDGET timer stuff seemed superfluous was:

1) the line:

```
oWindow->SetEventMask, TIMER_EVENTS=1
```

appears in the branch of the case statement that handles play_button events in the event procedure

2) the line:

```
oWindow->AddWindowEventObserver, oObserver
```

(oObserver is an instance of the custom-defined "timer_observer" class) appears in the main "animation_doc" procedure, and

3) there is a timer_observer::OnTimer method defined with oWindow as it's only argument containing code that sets the ACTIVE_POSITION within the olimages IDLgrMODEL instance, then calls oWindow->Draw.

It's all part of the standard IDL distribution, so if you have that set up you should be able to try it yourself. I just commented out the "WIDGET_CONTROL, wBase, TIMER=1" line in the main procedure, and commented out the lines in the event procedure that checked to see if the event received was a WIDGET_TIMER event (beginning with "IF TAG_NAMES(sEvent, /STRUC) eq", running from lines 107-111, at the top of the event procedure).

So, in essence, to these inexperienced eyes, there seems to be two timer schemes operating simultaneously, one which just fires off a timer event every one second no matter what, and the other which drives the animation at a rate that are user-selectable.

Mike

On Aug 28, 3:23 pm, David Fanning <n...@dfanning.com> wrote:

> Mike Potter writes:

>> It looks to me that this just continuously fires timer events every
>> second that do nothing. I commented out the lines mentioned and the
>> application still runs just fine. So what is the utility of this?

>

> Uh, you sure!? TIMERS are one-shot events, so if the
> next timer event isn't fired off, things grind to a
> halt. Well, they don't exactly grind, they just stop.
> It seems unlikely to me that if this line is commented
> out, the program just works. Unless you forgot to compile
> the program after you made the change, of course. :-)

>

> Cheers,

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> David

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> --

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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")