Subject: Newbie questin regarding Widget timers
Posted by Mike Potter on Thu, 28 Aug 2008 18:49:05 GMT

I'm working through some of the example code and am trying to
understand the utility of how "animation_doc.pro" uses widget timer
events.

On line 251 of the procedure is the statement:

WIDGET_CONTROL, wBase, TIMER=1

Lines 107-111 in the event procedure capture such events and
generate a new Widget timer event:

```
  IF (TAG_NAMES(sEvent, /STRUC) eq 'WIDGET_TIMER') THEN BEGIN
    WIDGET_CONTROL, sEvent.top, GET_UVALUE=pState
;   WIDGET_CONTROL, (*pState).wBase, TIMER=1
    return
  ENDIF
```

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?

Thanks for you help!

Mike Potter