
Subject: Re: XMANAGER, and loops

Posted by [David Foster](#) on Mon, 08 Jul 1996 07:00:00 GMT

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"George, Rachel, and Molly" <gmccabe@potomac.net> wrote:

> I am trying to create a widget program with several functions
> called by button events. The XMANAGER is used with a widget event
> handler inside which a CASE statement block contains the possible events
> and corresponding program responses.
> If one of the widget buttons is for beginning a continuous loop
> like for example what I want to do is shuffle through a stack of images
> from beginning to end and repeat until another button is pushed, the STOP
> button. How do I retrieve the event using the XMANAGER when the event
> handler procedure is stuck in a loop? That at least is how I have
> attempted to construct the procedure, in this form it does not work. If
> I knew how to give control back from the XMANAGER and enter a mode where
> I use WIDGET_EVENT statements within the loop then I could but, I can't
> figure out how.

Check out the !NEWS IDL Newsletter Volume 6, Number 1 (Summer 96)
if you have it. It has an example illustrating how to do what you
are asking.

Basically, within the loop in the event handler, you use
WIDGET_EVENT() to poll for events generated from the widget
heirarchy "represented" by the widget id argument to WIDGET_EVENT().

Something like:

```
quit_loop = 0
```

```
while ( quit_loop eq 0 ) do begin
```

```
...
```

```
quit = WIDGET_EVENT( event.top, /nowait )
```

```
if ( quit.id eq state.cancel_button ) then $
```

```
quit_loop = 1
```

```
...
```

```
endwhile
```

Hope this helps.

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