Subject: Re: XMANAGER, and loops
Posted by rivers on Sun, 07 Jul 1996 07:00:00 GMT
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In article <31DD76B6.4FD0@potomac.net>, "George, Rachel, and Molly"
<gmccabe@potomac.net> writes:
> Hello,
>
>   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 retreive 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.

One way to do this is to do the following:
   - User presses START button
   - Event handler sets mode = "image loop" and sets a timer for .1 seconds
   - If the next event is a timer event and mode="image loop" then display
     next image and set timer again, etc.
   - If next event is STOP button then set mode="normal"

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