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Subject: Re: Getting widget\_button information  
Posted by [kak](#) on Tue, 27 Aug 1996 07:00:00 GMT  
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fred@imagem.ibili.uc.pt writes:

- > Is there any function, similar to 'get\_kbrd', or other, that
- > can tell if a widget\_button was clicked?
- > I need a function that, after showing an image, could find if
- > was clicked other widget\_button, before showing the next image.
  
- > Any suggestions to: fred@imagem.ibili.uc.pt

Hmmm, let me see, I hope this solves your problem:

Say you want to show a slide show in a draw\_widget with a delay between each image. This can be done by defining a user-value for your draw\_widget and implement the following code in the event manager routine ("Start" and "Stop" were the user values of the Start and Stop buttons respectively):

<... get next event and corresponding user values, blabla ...>

case userval of

"Start": begin

    <... prepare images and set pictures2show to # of images...>  
    widget\_control, drawid, set\_uvalue="Tim\_On"  
    widget\_control, drawid, timer=0.001 ; small delay for start  
end

"Tim\_On": begin

    if not pictures2show then begin

        <... get win-id of draw widget and draw next image in win ...>

    <... decrement pictures2show by 1 ...>

    endif else \$

        widget\_control, drawid, set\_uvalue="TimOff"  
        widget\_control, drawid, timer=delay ; delay is in seconds  
    end

"Stop": widget\_control, drawid, set\_uvalue="TimOff"

"TimOff": widget\_control, drawid, /destroy ; or whatever you want at end  
          ; of loop

endcase

This way, your event loop can be checked between each image and you can react on whatever events from buttons or other widgets.

If you still have questions, let me know or RTFM...

Cheers,

Karl

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