> I have confirmation from one of my always reliable sources
> that there has been a bit of a timer issue introduced
> in IDL 7.0 and 7.1. Basically, this kind of thing can
> occur unless there is a short delay between handling one
> timer event and sending the next.

I learned this the hard way early last year, when I had written a
movie player. I had the same phenomenon, that it would play only when
I moved the mouse over the widget area.

However, this time, I am not using any timer events. I just inserted
some temporarily, and in this case they actually seemed to resolve the
problem.

Cheers,
Michael