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Subject: Re: Event handling stops for no reason?

Posted by [David Fanning](#) on Thu, 04 Mar 2010 16:36:43 GMT

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David Fanning writes:

- > Sometimes things happen faster than you can think, or not.
- > I have, on occasion, put a Wait, 0.1 into my code to slow
- > things down a bit. This seems to be a timing issue now.

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. Normally, some small amount of processing before the next event is sent is enough to put things right (that is, put the next timer event at end of the event handler, not at the top). Sometimes you might need to slow things down a bit with a Wait statement.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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