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Subject: Re: Event handling stops for no reason?  
Posted by [MichaelT](#) on Thu, 04 Mar 2010 16:09:06 GMT  
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> 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.  
Yep, I have frequently used this for loops which otherwise took ages  
to complete. However, in this case, it did not help...

I was able to reproduce the behavior several times now. The program is  
really in a state of not doing anything. It is not stuck at a line of  
code.

When I interrupt processing using this little red square (Cancel? Have  
a German IDL version), the GUIs are closed and the program terminated.  
IDL does not jump to a line in my code like it usually would. It  
really seems that the event is hanging around somewhere? And the  
program is supposed to automatically process a large number of files  
over night...

I experimented with timer events to wake up IDL. That seemed to work.  
More mysteries...

As this was so totally annoying, I now modified the code and send the  
"event" directly (main module's object ID stored in group leader's  
uValue):

```
Widget_Control, self.Group_Leader, Get_uValue = AviStack2  
AviStack2->Event, {Processing, 0L, 0L, 0L, ok, self.preset}
```

I had to modify the code of my main module only slightly and  
substituted the send\_event in about 20 objects... I don't really like  
it this way. But, it is working!

> P.S. Have you ever thought maybe this program design  
> was \*too\* clever? ;-)  
This is so spot on :-)))

Thanks for your help!  
Michael

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