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Subject: checking for pending events

Posted by [chase](#) on Wed, 27 Nov 1996 08:00:00 GMT

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Is there a way to check if events are pending?

I have a widget program that has a "play" mode, i.e. it continuously updates using widget timer events (widget\_control, wid, timer=1.0). I do not want to update until all previous events created by an update have been processed. During an update I use events as a natural way for updating various top-level widget hierarchies. I want these events and any cascading events they produce to be processed before doing another application update.

I would like to be able to do something like:

```
pro event_handler, ev
```

```
case ev.id of
```

```
....
```

```
  wid.timer: begin
```

```
    if not widget_events_pending() then begin
```

```
      ;; perform update task
```

```
    endif
```

```
    ;; queue next update check
```

```
    widget_control, wid.timer, timer=.25
```

```
  end
```

```
....
```

```
endcase
```

```
return
```

```
end
```

I could just increase the timer value, but the required value depends on the load of the machine and network and the complexity of computations in processing the pending events. Instead, I would like to do an application update as soon as all the previous events have cleared.

Thanks for any suggestions that you may have.

Chris

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