
Subject: Re: Interrupting widget applications
Posted by [thompson](#) on Thu, 23 Jan 1997 08:00:00 GMT
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hegde@news.gsfc.nasa.gov (M Hegde) writes:

> Hi,

> What is the best way to interrupt a loop in widget applications?.
> According to my IDL knowledge, IDL doesn't support concurrency; so I can't
> have a button/widget to do that. Ctrl-C is not a smart way as it exits the
> application. Any suggestions?.

What you need to do is to break your application down into discrete events, and then use TIMER events to run the events in sequence. For example, if your program uses a FOR loop, then you could instead make each run through the loop a discrete event, and store the loop counter between events.

For example, you might define your main base with a line like

```
MAIN_BASE = WIDGET_BASE(TITLE='CDS FITS Generation Software', $  
/FRAME, /COLUMN, UVALUE='Timer')
```

and then in the event handler you would have code that would read

```
WIDGET_CONTROL, EV.ID, GET_UVALUE=VALUE  
IF VALUE EQ 'Timer' THEN BEGIN  
... do one piece of the complete operation ...
```

It's important to restart the timer after every timed event, to keep it going. What I like to do is to keep a parameter called RUNNING which can be either 0 or 1. A start button generates an event which does some initial preparation (e.g. setting the loop counter to 0), and sets RUNNING=1. Then at the bottom of the event handler routine I put a line like

```
IF RUNNING THEN WIDGET_CONTROL, MAIN_BASE, TIMER=0.1
```

A stop button simply sets RUNNING=0.

Bill
