
Subject: Re: Widget to play and pause image stack display
Posted by [Russell Ryan](#) on Thu, 10 May 2012 16:35:05 GMT
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On May 10, 10:24 am, Helder <hel...@marchetto.de> wrote:

> Hi,
> I would like to have a base widget with a draw widget where I play a movie (as in displaying a series of images from a stack).
> I would like to have the typical two buttons that start the play of the movie and the pause button.
> I'm not that good with widgets, but I can't think of how I would be able to interrupt a loop that displays the images.
> I would have had something like:
>
> PauseButtonPressed = 0
> ImgNr = 0
> LoopInterval = 0.2
> WHILE ~PauseButtonPressed THEN
> TV, Image[ImgNr,*,*]
> ImgNr++
> IF ImgNr GT nImages THEN ImgNr = 0
> WAIT, LoopInterval
> ENDWHILE
>
> Is there a way to check if the user has clicked something in the loop?
>
> Thanks,
> Helder

Hi Helder

Yeah, there is a way to do this....

Here's a little example:

```
pro timer_event,event
widget_control,event.id,get_uval=uval

case uval of
'START': begin
  widget_control,event.top,get_uval=state
  (*state).stop=0b
  widget_control,(*state).wtime,timer=(*state).time
end
'RESTART': begin
  widget_control,event.top,get_uval=state
  (*state).iter=0L
  (*state).stop=0b
  widget_control,(*state).wtime,timer=(*state).time
end
```

```

'STOP': begin
  widget_control,event.top,get_uval=state
  (*state).stop=1b
end
'TIME': begin
  widget_control,event.top,get_uval=state

  ;your movie stuff here:
  n=50
  x=findgen(n)/(n-1)*2*!PI
  x+=(*state).iter*2*!PI/10.
  plot,x,sin(x)
  ;end of movie stuff

  ;more to end the loop
  if (*state).stop then return
  if ++(*state).iter gt (*state).maxiter then return
  widget_control,event.id,timer=(*state).time
end

'DRAW':
else:
endcase
end

```

```

pro timer

```

```

base=widget_base(/col)
wtime=widget_base(base,uval='TIME')
wdraw=widget_draw(base,xsize=200,ysize=200,uval='DRAW')
wstart=widget_button(base,value='Start',uval='START')
wrestart=widget_button(base,value='Restart',uval='RESTART')
wstop=widget_button(base,value='Stop',uval='STOP')

```

```

state={wdraw:wdraw,$
  wtime:wtime,$
  wstart:wstart,$
  wstop:wstop,$
  time:0.1,$
  stop:0b,$
  maxiter:100l,$
  iter:0l}
state=ptr_new(state,/no_copy)
widget_control,base,/realize,set_uval=state

```

xmanager,'timer',base,/no_block

end
