
Subject: Widget to play and pause image stack display

Posted by [Helder Marchetto](#) on Thu, 10 May 2012 14:24:06 GMT

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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
