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Subject: Re: Interrupting a running procedure using Widget event interrupts.

Posted by [Matt Francis](#) on Thu, 07 Feb 2013 00:47:41 GMT

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On Thursday, 7 February 2013 00:34:30 UTC+11, David Fanning wrote:

> Bogdanovist writes:

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>

>> I am making a simple widget to interactively view sequences of images. I want basic 'player' functionality like play/pause, step forward/back.

>

>

>

> Here is a very old program written to explain how to do this very thing.

>

> It is a simplified version of XInterAnimate, with better documentation.

>

> It uses Timer events, and, more importantly, shows you how to turn

>

> events on and off.

>

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> [http://www.idlcoyote.com/tip\\_examples/xmovie.pro](http://www.idlcoyote.com/tip_examples/xmovie.pro)

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> Cheers,

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> David

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> David Fanning, Ph.D.

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> Fanning Software Consulting, Inc.

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> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

>

> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Thanks for all the replies, that will do nicely.

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