Subject: Re: Interupting a running procedure using Widget event interupts.
Posted by David Fanning on Wed, 06 Feb 2013 13:34:30 GMT

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Bogdanovist writes:

> 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.

http://www.idlcoyote.com/tip_examples/xmovie.pro

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")