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

Posted by [Helder Marchetto](#) on Wed, 06 Feb 2013 09:17:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, February 6, 2013 7:54:36 AM UTC+1, Craig Markwardt wrote:

> On Wednesday, February 6, 2013 12:54:03 AM UTC-5, Bogdanovist wrote:

>

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

>

> ...

>

>> Does anyone know how I could achieve what I'm trying to do, or is this just not possible?

>

>

>

> To do it in a more widget-ish way, you should set a timer event. See the TIMER keyword of WIDGET_CONTROL. You can set a timer event to happen after 1 second, and when you receive the timeout event, transition to the next image. That way, your widget application is always ready for any kind of event, including a button click. I'm just giving you the bare bones description of what to do. Actually setting up will take some effort. (for example to disable some buttons of your interface while in auto-slideshow mode)

>

>

>

> Craig

Hi,

have a look at this previous post. I also learned about the TIMER keyword.

https://groups.google.com/d/topic/comp.lang.idl-pvwave/cnbQM_oE0Fw/discussion

Cheers,

Helder
