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

Posted by [Craig Markwardt](#) on Wed, 06 Feb 2013 06:54:36 GMT

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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

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