Subject: Can Timer interrupt widget callbacks?
Posted by dg86 on Sun, 29 Mar 2015 12:45:28 GMT

Dear Folks,

A change in the behavior of Timer callbacks from IDL 8.3 to IDL 8.4 has broken one of my applications, and I could use some help in fixing it.

Under IDL 8.3, the firing of an asynchronous Timer preempts widget callbacks.
This behavior appears to have been reversed in IDL 8.4, so that callbacks now take precedence.

Here's the issue ...

My application has a widget_draw object that is supposed to update at regular intervals while the user drags graphics objects across the screen. I'm using Timer events to trigger the updates.
Under IDL 8.3, the widget_draw's animation is smooth. Under IDL 8.4, the animation stops updating during drag events, which defeats the purpose of the animation.

Is there any way to restore the old behavior so that firing a Timer interrupts a widget callback, perhaps as an option to Timer::Set()?

If there's no way to make the Timer "dominant", does anyone have suggestions for modifying my widget callbacks so that they can check for pending timer events and handle them?

All the best,

David