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Subject: Re: Can Timer interrupt widget callbacks?

Posted by [Helder Marchetto](#) on Sun, 29 Mar 2015 18:58:32 GMT

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On Sunday, March 29, 2015 at 2:45:33 PM UTC+2, David Grier wrote:

> 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

Hi David,

not sure if this is what you are looking for... could it be: !DEBUG\_PROCESS\_EVENTS = 0

From the IDL help ([http://www.exelisvis.com/docs/Whats\\_New\\_8\\_3.html](http://www.exelisvis.com/docs/Whats_New_8_3.html)):

Event handling while debugging

In the past, IDL would not sent widget events when you were stopped within a routine. Now, by default, IDL sends widget events even when stopped within a routine. This allows you to use graphics and widget applications while debugging.

There is a new system variable, !DEBUG\_PROCESS\_EVENTS, that can be set to 0 to disable this behavior, or to 1 to enable this behavior. The default value is 1.

I hope it helps.

Cheers,  
Helder

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