Subject: Defining a callback that respects timers?
Posted by dg86 on Tue, 15 Sep 2015 16:21:57 GMT

Dear Folks,

I am using IDL's timer() object to update images at regular intervals.
My program also processes user interactions, and therefore makes
use of callbacks. Starting with IDL 8.4, these callbacks block the
timer, and therefore mess up my regular intervals.

Is there a clever way to write a widget callback that somehow
checks to see if a specified timer is overdue to fire?

All the best,

David