
Subject: Re: widget_control from call_external
Posted by [davidf](#) on Thu, 01 Mar 2001 16:05:16 GMT
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dominic@work.com (dominic@work.com) writes:

- > I have a c/c++ programme that is called from within a
- > widget hierachy via call_external.
- >
- > As the computations made take fairly long, I want to update
- > a status bar with a 'Percentage complete' from the C-routine,
- > so the user doesn't get upset and thinks the programme died
- > on him/her.
- >
- > How do I go about that???

Well, this will be difficult unless your can call your C program in "chunks", or in some other way interrupt it. It might be easier if you just know, in general, how long it takes. Then you can set a "kitchen timer" sort of progress indicator. As long as the cake is baked by the time the timer goes off, no one seems to care. :-)

You can see several ways to build such a progress indicator here:

http://www.dfanning.com/tips/show_progress.html

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: widget_control from call_external
Posted by [John-David T. Smith](#) on Thu, 01 Mar 2001 16:55:08 GMT
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David Fanning wrote:

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- >

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```

I would use alarm() to throw a SIGALRM every 1 second, say, then update a percent complete counter, based on some innate knowledge of the calculation. To get this to IDL under call_external is more difficult. You *could* then just print it to the terminal, ala:

```
printf("\r%02d%% complete",percent_complete);
```

Make sure to:

```
setbuf(stdout,(char *)NULL);
```

first, so the updates will appear.

Of course, RSI would frown on this, but if it gets the job done...

If you'd like to do it full blown way, with a snazzy graphical update slider, you might have to make a full DLM, and use IDL_Execute to force the progress update from the C side. That's a lot of work for a bit of eye candy. But everybody likes candy.

Good luck,

JD

Subject: sec : U Re: widget_control from call_external
Posted by [Andrew Cool](#) on Tue, 06 Mar 2001 00:48:59 GMT
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JD Smith wrote:

>
> David Fanning wrote:
>>
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> Good luck,
>
> JD

How about using the Widget_Stub functionality to pass an event from the
C
routine to a widget?

Under OpenVMS (at least) in IDL_DIR:[External.widstub] there are simple
examples of how to create your own widget type in C, and how to send
events
to it from C.

Comments in the file Widget_ArrowB.pro say :-

"While this code is VMS-centric, the principles apply across
platforms..."

Just another example of VMS leading the way.

I can't find the above directory or the example files in my Windows IDL
54

however do a Find in the Online Help for Widget Stub and everything you
need is there.

I've used Widget Stub to animate aircraft positions on a draw widget as
the C code fires off an event.

If a C-dunderhead like me can manage that, anyone can... ;-)

Andrew

Andrew D. Cool .->-.
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----- * Never trust what a man with half a brain says *-----