## Subject: widget\_control from call\_external Posted by dominic on Thu, 01 Mar 2001 14:59:38 GMT

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Hello all,

anybody have a hint on this?

I have a c/c++ programme that is called from within a widget hierarchy 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???

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Subject: Re: widget\_control from call\_external Posted by dominic on Mon, 05 Mar 2001 07:54:24 GMT View Forum Message <> Reply to Message

davidf@dfanning.com (David Fanning) writes:

- > 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. :-)

That sounds like a great idea.

I tried to implement that, but the timer stops ticking! Seems like xmanager doesn't accept events until the call\_external returns... There's a t\_test.pro for illustration.

Oh yes, the other thing I tried is to fire up a status line from within the C-code with IDL\_ExecuteStr(). Works just fine EXCEPT for the annoying messages:

```
% Temporary variables are still checked out - cleaning up...
for every IDL_ExecuteStr().
Did I miss something?
pro t_test_event, ev
 widget_control, ev.id, get_uvalue=uval
 widget_control, ev.top, get_uvalue=struct
 stat = struct.status
 curr = struct.current
 evno = struct.t_evno
 case uval of
 'Done' : widget_control, ev.top, /destroy
 'Run'
       : begin
         widget control,stat,timer=1
         JUNK = call_external('t_test.so', 't_test', curr,/unload)
   end
 'Timer': begin
         evno = evno +1
         print, 'Timer event no ', evno
         widget_control,stat,timer=1
         widget_control, ev.top, $
          set_uvalue={status:stat, current:curr, t_evno:evno}
        end
 else: begin; should never happen
       widget_control, ev.id, get_value=val
       print, 'unknown event with value ', val
       widget_control, ev.top, /destroy
 end
 end
end
pro t test
 old
     = 0L
 current = 0L
 t evno = 0
 a = widget_base(/col)
 b = widget_button(a,value='Run',uval='Run',/frame)
 status = widget_label(a,value= $
  string(format='(A8,I3,1x,A1)','Status: ',0,'%'),uvalue='Timer')
 c= widget button(a,value='Done',uval='Done',/frame)
```

```
widget_control, a, /realize

widget_control,status,timer=1

widget_control, a, $
   set_uvalue={status:status, current:current, t_evno:t_evno}

xmanager, 't_test',a
end
```

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