
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 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???

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Subject: Re: widget_control from call_external
Posted by [dominic](#) on Mon, 05 Mar 2001 07:54:24 GMT
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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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