Subject: Re: time generated event
Posted by David Fanning on Fri, 04 Apr 2003 21:23:09 GMT

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Lauren (lejardi@sandia.gov) writes:

> I know that events can be generated when a button is pushed or
> toggled. However, I need an event to be generated after given time
> interval. Is there anyway to do this in IDL? I need the clock that is
> counting down to the event to be non-blocking.

You are looking for a TIMER event. See the TIMER keyword
to WIDGET_CONTROL.

Cheers,

David

--
David W. Fanning, Ph.D.
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Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: time generated event
Posted by lejardi on Mon, 07 Apr 2003 17:09:22 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.18f7a5a76cf6ff4989b35@news.frii.com>...
> Lauren (lejardi@sandia.gov) writes:
>
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> You are looking for a TIMER event. See the TIMER keyword
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> Cheers,
>
> David

Thanks. Now the only problem I am having is killing the TIMER event
after the timer has started to count down. I tried widget_control,

top, /CLEAR_EVENTS but it does not seem to work. Is there another option?

Subject: Re: time generated event
Posted by David Fanning on Mon, 07 Apr 2003 17:21:36 GMT
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Lauren (lejardi@sandia.gov) writes:

> Thanks. Now the only problem I am having is killing the TIMER event
> after the timer has started to count down. I tried widget_control,
> top, /CLEAR_EVENTS but it does not seem to work. Is there another
> option?

Oh, right, you want to turn it OFF, too. :-)

Typically, we keep some kind of a timer flag in the info
structure. We turn the flag on when we start the timer:

    info.timer_flag = 1
    IF info.timer_flag THEN Widget_Control, info.tID, Timer=0.5

Then, if we hit the STOP button (or whatever it is that is
suppose to stop the timer) then we do something like this:

    info.timer_flag = 0
    Widget_Control, info.tID, /Clear_Events

In this way, the next timer event cannot get generated.

Cheers,

David

--
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