
Subject: Re: any replacement for wait function

Posted by [Benjamin Hornberger](#) on Thu, 29 Sep 2005 21:11:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

biophys wrote:

> Dear All,

>

> I'm trying to write a widget program doing some continuous calculation
> while display several pieces of small movie(image/plot sequences) at
> certain speed. I want the speed of movie to be independent of each
> other and the movie content is updated as background calculation spits
> out new data. However, the only way that I know to display a movie is
> to TV to a draw widget and use wiget_timer and wait function to control
> speed. And the problem is that the wait function suspends the whole idl
> session, thus suspending the the other draw widget update as well as
> the background calculation. So it seems impossible to implement this in
> IDL? Or I am not aware of some other technique? Any comments?

>

> Thanks

>

Why do you use WAIT? You should be able to do with WIDGET_TIMER alone, I think.

Benjamin

Subject: Re: any replacement for wait function

Posted by [David Fanning](#) on Thu, 29 Sep 2005 21:26:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

biophys writes:

> I'm trying to write a widget program doing some continuous calculation
> while display several pieces of small movie(image/plot sequences) at
> certain speed. I want the speed of movie to be independent of each
> other and the movie content is updated as background calculation spits
> out new data. However, the only way that I know to display a movie is
> to TV to a draw widget and use wiget_timer and wait function to control
> speed. And the problem is that the wait function suspends the whole idl
> session, thus suspending the the other draw widget update as well as
> the background calculation. So it seems impossible to implement this in
> IDL? Or I am not aware of some other technique? Any comments?

A timer widget AND a WAIT function!? Sounds like overkill to me. I'd get rid of the WAIT function and let the timer do the waiting.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: any replacement for wait function

Posted by [biophys](#) on Thu, 29 Sep 2005 22:11:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah, stupid me. Your answer is really enlightening even at the first glance.

> Why do you use WAIT? You should be able to do with WIDGET_TIMER alone, I
> think.
>
> Benjamin

Subject: Re: any replacement for wait function

Posted by [biophys](#) on Thu, 29 Sep 2005 22:21:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks, David

BTW, I learned to use widget_timer and wait together from the xmovie.pro in your coyote programs. ;)

Subject: Re: any replacement for wait function

Posted by [David Fanning](#) on Thu, 29 Sep 2005 23:46:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

biophys writes:

> BTW, I learned to use widget_timer and wait together from the
> xmovie.pro in your coyote programs. ;)

Oh, my Gosh! June 96. Well, I guess I've learned a *couple* of things in all those years. :-)

Cheers,

David

P.S. Probably you couldn't set a timer delay in those days. :-)

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
