Subject: any replacement for wait function
Posted by biophys on Thu, 29 Sep 2005 21:07:06 GMT

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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