Subject: keypressed pauses program - how to do that? Posted by frank on Sat, 05 Nov 1994 17:05:07 GMT

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Hi all,

basically what I have is a program like this:

FOR loop=0,1000 DO BEGIN TVSCL, image(loop) WAIT, 2 ENDFOR

because the images aren't very big it's quite fast. to make it slower I inserted a 'WAIT, 2' after the TVSCL line. But that's not what I want to do. It would be much nicer to have something like a key-controled slide-show, where e.g. <space> toggles pause/slide mode and e.g <return> (in pause mode) advances the images manually. I know there's some function for keyboard-stuff in IDL, but I don't know it's name, and I have no idea how to implement it, that it works the waz I described above. Maybe somebody wrote something similar an can help me out now.

thanx in advance

Frank Hoffsuemmer \_ /| ACK E-Mail:frank@chaos.uni-frankfurt.de Institut fuer Theor. Physik \'o\_O' / Robert-Mayer-Str. 8 =( )= Office: Phone (49) 69 / 798-3359 D-60054 Frankfurt am Main U Fax (49) 69 / 798-8354 Germany

Subject: Re: keypressed pauses program - how to do that? Posted by thompson on Tue, 08 Nov 1994 15:01:29 GMT View Forum Message <> Reply to Message

frank@chaos.uni-frankfurt.dbp.de (Frank Hoffsuemmer) writes:

- > Hi all,
- > basically what I have is a program like this:
- > FOR loop=0,1000 DO BEGIN
- > TVSCL, image(loop)
- > WAIT. 2
- > ENDFOR
- > because the images aren't very big it's quite fast.
- > to make it slower I inserted a 'WAIT, 2' after the TVSCL line.
- > But that's not what I want to do. It would be much nicer to have something

- > like a key-controled slide-show, where e.g. <space> toggles pause/slide mode
- > and e.g <return> (in pause mode) advances the images manually.
- > I know there's some function for keyboard-stuff in IDL, but I don't know it's
- > name, and I have no idea how to implement it, that it works the waz I described
- > above. Maybe somebody wrote something similar an can help me out now.

What you want to use is GET\_KBRD. This gets a single character from the input buffer of the keyboard. If you say

```
Char = GET KBRD(1)
```

then the program waits until the user presses one of the keys. If you say

```
Char = GET_KBRD(0)
```

then the program reads from the input buffer without waiting, or returns a null if nothing's there.

One needs to be aware of two things:

- 1. GET\_KBRD only returns a single character. If the key pressed generates an escape sequence, then repeated calls to GET KBRD are needed to read in the entire sequence.
- The last time I checked, in IDL for Windows, the non-printing characters such as carriage-return or line-feed, all are read in as the null character. This isn't true for other platforms.

Here's an example of a program that uses GET KBRD.

The default value for SWITCH is 0; i.e. PAUSE will take

effect no matter what plotting device is in use.

Bill Thompson

\_\_\_\_\_ PRO PAUSE, SWITCH : NAME: : PAUSE : PURPOSE: Pauses until a key is pressed at the keyboard. CATEGORY: **CALLING SEQUENCE:** PAUSE [, SWITCH] **OPTIONAL INPUT PARAMETERS:** SWITCH - If nonzero and !D.NAME is 'PS', then no action is taken.

```
; OUTPUTS:
None.
 OPTIONAL OUTPUT PARAMETERS:
: None.
COMMON BLOCKS:
None.
SIDE EFFECTS:
If the character entered is "Q", then the PAUSE procedure executes a
RETALL command.
: RESTRICTIONS:
The variable SWITCH must not be an array, or of type string.
PROCEDURE:
The GET KBRD function is used.
MODIFICATION HISTORY:
 William Thompson Applied Research Corporation
 September, 1987 8201 Corporate Drive
  Landover, MD 20785
ON ERROR,2
 If SWITCH is passed and is nonzero, then check to see if PAUSE will have any
 effect.
IF N_PARAMS(0) EQ 0 THEN SWITCH = 0
IF (SWITCH NE 0) AND (!D.NAME EQ 'PS') THEN RETURN
 Force the plot buffer to empty so that the entire current plot is visible.
EMPTY
 Loop until a character is entered at the keyboard. If the character "Q" is
 pressed, then return to the main level.
TEST_CHAR = GET_KBRD(1)
IF STRUPCASE(TEST_CHAR) EQ "Q" THEN RETALL
RETURN
END
```

Subject: Re: keypressed pauses program - how to do that? Posted by dutch on Mon, 21 Nov 1994 17:06:10 GMT

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In article <39ge03\$1do7@jurpool0.rz.uni-frankfurt.de>, frank@chaos.uni-frankfurt.dbp.de (Frank Hoffsuemmer) writes: Hi all, basically what I have is a program like this:

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because the images aren't very big it's quite fast. to make it slower I inserted a 'WAIT, 2' after the TVSCL line. But that's not what I want to do. It would be much nicer to have something like a key-controled slide-show, where e.g. <space> toggles pause/slide mode and e.g <return> (in pause mode) advances the images manually. I know there's some function for keyboard-stuff in IDL, but I don't know it's name, and I have no idea how to implement it, that it works the waz I described above. Maybe somebody wrote something similar an can help me out now.

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Maybe you should check out the XANIMATE widget-based routine which allows you to produce an animation from a series of images, with mouse-control over the display rate, ability to pause on an image, etc. This may be preferable to reading from the keyboard. (PS: the procedure 'read' can also be used to read from the keyboard).

Subject: Re: keypressed pauses program - how to do that? Posted by polysci\_info on Sat, 26 Nov 1994 08:07:30 GMT View Forum Message <> Reply to Message

In article <39ge03\$1do7@jurpool0.rz.uni-frankfurt.de>, frank@chaos.uni-frankfurt.dbp.de (Frank Hoffsuemmer) writes:

- : ...It would be much nicer to have something
- : like a key-controled slide-show, where e.g. <space> toggles pause/slide mode
- : and e.g <return> (in pause mode) advances the images manually.
- : I know there's some function for keyboard-stuff in IDL, but I don't know it's
- : name, and I have no idea how to implement it, that it works the waz I described
- : above. Maybe somebody wrote something similar an can help me out now.

Here's something I hacked together for a customer who wanted a pause until one of three events occurred--a mouse button click, a keyboard press, or a time out. Maybe you can change the loop logic and use it. Note that this is PV~WAVE, so I don't know how IDL time/date functions apply.

minute=1d0/(24\*60)

t=today() start=t.julian

repeat begin

cursor,x,y,/nowait button=!err button\_press=button ne 0

key=byte(get\_kbrd(0))
key\_press=key(0) ne 0

t=today()
time\_out=t.julian ge start+minute/2
endrep until button\_press or key\_press or time\_out
end

----8<-----8<-----8<-----8<-----8<-----

Good luck,

Mark Thomas
Technical Director

Polygrafix

Agents for PV~WAVE and other VNI products in Sub-Saharan Africa

Post: PO Box 85385 Email: PolySci\_Info@is.co.za

Emmarentia 2029 Tel: +27 11 486-0050 South Africa FAX: +27 11 486-2757