
Subject: Re: Basic Event Handling

Posted by [David Fanning](#) on Tue, 07 Aug 2007 11:54:21 GMT

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Gaurav writes:

- > I am sure that there must be a very routine way out of this trouble as
- > many existing applications (Though I am yet to find any such IDL based
- > applications) are able to do exactly what I want. It would be a great
- > help if you could bail me out of this.

<http://www.dfanning.com/programs/progressbar.zip>

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Basic Event Handling

Posted by [asantiago](#) on Tue, 07 Aug 2007 13:55:12 GMT

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Long time ago I write a set of classes that implements an event-action mechanism (like event-listeners in Java) for IDL. It is published here: <http://www.itvis.com/codebank/search.asp?FID=334> and is currently working in some projects successfully.

When you click with the mouse you can emit a "clickEvent" that can call a method that changes a property. Later on every for loop you can check for that property and stop processing if it is changed.

On Aug 7, 1:13 pm, Gaurav <selfishgau...@gmail.com> wrote:

- > I have a very basic IDL related query. It being: Is there a way to
- > check for the arrival of new events while the program control is busy
- > with some other operation like- running through a loop?
- >
- > The exact situation when I need this is that I have built a program
- > wherein a spherical object is displayed in an object window. The user
- > is allowed to zoom into the object by double clicking on it. The
- > zooming process is carried out animatedly by using the viewport
- > transformations that run in a for loop between two predefined levels.

> This user can zoom in, nearer to the object by double clicking on it
> successively. But as these levels of zoom are predefined, the user has
> no control over the zoom level. What I want to do is to program in
> such a way so that after one has double clicked onto the object and
> the program control is running through the for-loop and thus zooming
> in onto the object- the user should be able to single click onto the
> object to bail out of the for loop with the loop variable set at the
> level it was when the new event arrived.
>
> I tried to think it out in terms of a timer event but that did not
> help me much. In other languages they allow use of multiple threads
> which would have been 'just the thing' for me, but is not available
> here. There is a concept of something called 'IDL_IDLBridge' that
> appears to be useful but the documentation lacks enough information in
> the form of a simple example.
>
> I am sure that there must be a very routine way out of this trouble as
> many existing applications (Though I am yet to find any such IDL based
> applications) are able to do exactly what I want. It would be a great
> help if you could bail me out of this.
>
> Yours sincerely,
> Gaurav Kumar

Subject: Re: Basic Event Handling

Posted by [Michael Galloy](#) on Tue, 07 Aug 2007 16:54:02 GMT

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On Aug 7, 5:13 am, Gaurav <selfishgau...@gmail.com> wrote:

> I tried to think it out in terms of a timer event but that did not
> help me much.

Why not do the animation as a series of timer events instead of in a FOR loop? Have a flag that indicates to keep zooming. Set the flag if the user single-clicks or if the "loop" variable hits the end. Check the flag when the timer goes off and do the appropriate thing.

For an example,

<http://michaelgalloy.com/2006/07/25/timer-events-to-process-a-task-in-the-background.html>

Mike

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www.michaelgalloy.com
