Subject: Basic Event Handling
Posted by Gaurav on Tue, 07 Aug 2007 11:13:29 GMT
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I have a very basic IDL related query. It being: Is there a 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 objet 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 Gaurav on Wed, 08 Aug 2007 11:30:40 GMT
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Thank you all, for your kind responses. I learnt three different ways to do solve my problem. I could not implement Michael's way as my object in display is already running very slow owing to the large number of views and image objects added to it. Event listening routines sound impressive but it was Dr. Fanning's clue that finally helped me out.

I knew it had to be a very simple solution for IDL has never let me down as yet. I knoew my troubles were over the moment I saw 'WIDGET_EVENT' function in Dr. Fanning's code. I really feel stupid having missed it in the documentation earlier and beating about the bush uselessly. But, there are very few proper sample codes that use the functioality.

All I did was to create a button above my draw widget and check for events on this button in the FOR loop with the /NOWAIT keyword set. In the button event, I set a variable which I checked in the FOR loop below the WIDGET_EVENT line and came out of the loop as soon as the button was pressed. As simple as that!

Thank you all, once again.
