Subject: Re: Generating a widget 'event' from an external program... Posted by Allan Whiteford on Thu, 18 Dec 2008 11:27:54 GMT

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George,

ghgm2008@gmail.com wrote:

> Hi there,

>

- > I have a well developed widget program (which actually shows data
- > projected on an Earth globe) and I am wanting the program to respond
- > to a 'button push' generated by an external program. Specifically I
- > want the program to update in real-time.

>

- > I'm sure there are many ways of doing such a thing but one way that
- > would work for me right now would be if an external program (like a
- > 'cron driven' perl script) could 'push' an idl widget button.

Look at X11::GUITest but it can get a bit messy to locate the window etc. I tend to only use X11::GUITest to simulate the keyboard but I think it can also simulate a mouse.

You could also look at signals but I've never done this with IDL so I don't know how easy/possible it is.

- > Is there any way of doing this? If not (in the way I am imagining
- > it) then the supplementary question is:
- > How do you build a full widget program that will do all the usual
- > widget things but will also just naturally update itself every
- > minute or so...

>

Look at the timer= keyword to widget_control.

As an example:

```
pro time e,event
widget_control,event.top,get_uvalue=wid
widget control,wid,set value=systime()
widget control, wid, timer=1; second
end
pro time_w
tlb=widget_base(title='Time')
     label=widget_label(tlb,value=systime())
widget control,tlb,/realize
widget control,label,timer=1; second
```

widget_control,tlb,set_uvalue=label xmanager,'time_w',tlb,event_handler='time_e' end

Note in particular that you need to re-set the timer after it's happened. Also, it's not necessary to associate the timer with the label (typically it would be for the top widget_base), I was just being lazy.

Thanks,

Allan

- > Thanks for any help....
- >
- > George.

Subject: Re: Generating a widget 'event' from an external program... Posted by ghgm2008 on Thu, 18 Dec 2008 14:45:33 GMT View Forum Message <> Reply to Message

Allan,

That's great thanks - it's definitely the timer keyword that I am wanting (ie, your second solution)....
I'll build it into my program and see if it works....

Cheers for now,

George.