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Subject: Widget to play and pause image stack display  
Posted by [Helder Marchetto](#) on Thu, 10 May 2012 14:24:06 GMT  
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Hi,  
I would like to have a base widget with a draw widget where I play a movie (as in displaying a series of images from a stack).  
I would like to have the typical two buttons that start the play of the movie and the pause button.  
I'm not that good with widgets, but I can't think of how I would be able to interrupt a loop that displays the images.  
I would have had something like:

```
PauseButtonPressed = 0
ImgNr = 0
LoopInterval = 0.2
WHILE ~PauseButtonPressed THEN
  TV, Image[ImgNr,*,*]
  ImgNr++
  IF ImgNr GT nImages THEN ImgNr = 0
  WAIT, LoopInterval
ENDWHILE
```

Is there a way to check if the user has clicked something in the loop?

Thanks,  
Helder

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