
Subject: Re: Interrupting a running procedure using Widget event interrupts.

Posted by [Craig Markwardt](#) on Wed, 06 Feb 2013 06:54:36 GMT

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On Wednesday, February 6, 2013 12:54:03 AM UTC-5, Bogdanovist wrote:

> I am making a simple widget to interactively view sequences of images. I want basic 'player' functionality like play/pause, step forward/back.

...

> Does anyone know how I could achieve what I'm trying to do, or is this just not possible?

To do it in a more widget-ish way, you should set a timer event. See the TIMER keyword of WIDGET_CONTROL. You can set a timer event to happen after 1 second, and when you receive the timeout event, transition to the next image. That way, your widget application is always ready for any kind of event, including a button click. I'm just giving you the bare bones description of what to do. Actually setting up will take some effort. (for example to disable some buttons of your interface while in auto-slideshow mode)

Craig

Subject: Re: Interrupting a running procedure using Widget event interrupts.

Posted by [Helder Marchetto](#) on Wed, 06 Feb 2013 09:17:10 GMT

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On Wednesday, February 6, 2013 7:54:36 AM UTC+1, Craig Markwardt wrote:

> On Wednesday, February 6, 2013 12:54:03 AM UTC-5, Bogdanovist wrote:

>

>> I am making a simple widget to interactively view sequences of images. I want basic 'player' functionality like play/pause, step forward/back.

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> ...

>

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> Craig

Hi,

have a look at this previous post. I also learned about the TIMER keyword.

https://groups.google.com/d/topic/comp.lang.idl-pvwave/cnbQM_oE0Fw/discussion

Cheers,
Helder

Subject: Re: Interrupting a running procedure using Widget event interrupts.
Posted by [David Fanning](#) on Wed, 06 Feb 2013 13:34:30 GMT
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Bogdanovist writes:

> I am making a simple widget to interactively view sequences of images. I want basic 'player' functionality like play/pause, step forward/back.

Here is a very old program written to explain how to do this very thing. It is a simplified version of XInterAnimate, with better documentation. It uses Timer events, and, more importantly, shows you how to turn events on and off.

http://www.idlcoyote.com/tip_examples/xmovie.pro

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: Interrupting a running procedure using Widget event interrupts.
Posted by [Matt Francis](#) on Thu, 07 Feb 2013 00:47:41 GMT
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On Thursday, 7 February 2013 00:34:30 UTC+11, David Fanning wrote:

> Bogdanovist writes:

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>

>

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>
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>
> http://www.idlcoyote.com/tip_examples/xmovie.pro
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> Cheers,
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> David
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> --
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> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Thanks for all the replies, that will do nicely.
