
Subject: Re: Widget Cursor Event Freezes
Posted by [wlandsman](#) on Wed, 13 Mar 2013 18:17:29 GMT
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I meant to say that during a widget freeze, the keyboard does *not* respond to any commands.

On Wednesday, March 13, 2013 2:14:56 PM UTC-4, wlandsman wrote:

> I am reading cursor events off of a draw widget, and performing a moderately CPU intensive series of tasks (updating a direct graphics overlay in 3 windows) while moving the cursor. It usually works well, but when moving the cursor too fast (or for too long?) the widget will freeze. I can't close the widget, and hitting the .reset button does nothing. The Workbench behaves as if this is a modal widget -- which is not -- and does respond to any commands. The only way I can proceed is to exit IDL and start all over.

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> I am going to try adding a "wait,0.1" to the cursor event code to see if that help avoid widget freeze. But does anyone have any idea what might be going on? thanks, --Wayne

Subject: Re: Widget Cursor Event Freezes
Posted by [wlandsman](#) on Wed, 13 Mar 2013 18:19:10 GMT
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Oh, and I am working on IDL Version 8.2.2, Mac OS X (darwin x86_64 m64)

On Wednesday, March 13, 2013 2:14:56 PM UTC-4, wlandsman wrote:

> I am reading cursor events off of a draw widget, and performing a moderately CPU intensive series of tasks (updating a direct graphics overlay in 3 windows) while moving the cursor. It usually works well, but when moving the cursor too fast (or for too long?) the widget will freeze. I can't close the widget, and hitting the .reset button does nothing. The Workbench behaves as if this is a modal widget -- which is not -- and does respond to any commands. The only way I can proceed is to exit IDL and start all over.

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