## Subject: Progress Bar - Cancel button problem
Posted by moxament on Fri, 16 Aug 2013 05:22:21 GMT

Dear All,

I created my own progress bar in idl. The progress bar works perfectly and show progress! my problem is with the cancel button. During the progress of whatever process, the cancel button can not be pressed. I mean when I want to push/click the cancel button while the process is working, the button can not be  clicked/pushed (it looks like freezing). The cancel button can be pressed only when the progress is finished (when became 100%).

I tried all the options of the widget_base, widget_button, etc. with no hope!

Can anyone help please?

Your help is appreciated.

MA

## Subject: Re: Progress Bar - Cancel button problem
Posted by David Fanning on Fri, 16 Aug 2013 12:09:58 GMT

MAhmad writes:

>  I created my own progress bar in idl. The progress bar works perfectly and show progress! my problem is with the cancel button. During the progress of whatever process, the cancel button can not be pressed. I mean when I want to push/click the cancel button while the process is working, the button can not be  clicked/pushed (it looks like freezing). The cancel button can be pressed only when the progress is finished (when became 100%).
>
>  I tried all the options of the widget_base, widget_button, etc. with no hope!
>
>  Can anyone help please?

The trick is to check for the button event yourself in your loop, using Widget_Event with the NoWait keyword set:

   event = Widget_Event(self.cancelID, /NoWait)

You can see how this is done in the CheckCancel method of this progress bar:

   http://www.idlcoyote.com/programs/cgprogressbar__define.pro

The code to use the bar, and check for the button events, looks like

this:

```
cgProgressBar = Obj_New("CGPROGRESSBAR", /Cancel)
cgProgressBar -> Start
FOR j=0,9 DO BEGIN
   IF cgProgressBar -> CheckCancel() THEN BEGIN
      ok = Dialog_Message('The user cancelled operation.')
      RETURN
   ENDIF
   Wait, 0.5  ; Would probably be doing something ELSE here!
   cgProgressBar -> Update, (j+1)*10
ENDFOR
cgProgressBar -> Destroy
```

Cheers,

David

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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.")

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## Subject: Re: Progress Bar - Cancel button problem
Posted by moxament on Mon, 19 Aug 2013 04:40:55 GMT
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On Friday, August 16, 2013 8:09:58 AM UTC-4, David Fanning wrote:
> MAhmad writes:
>
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>
>> I created my own progress bar in idl. The progress bar works perfectly and show progress! my problem is with the cancel button. During the progress of whatever process, the cancel button can not be pressed. I mean when I want to push/click the cancel button while the process is working, the button can not be  clicked/pushed (it looks like freezing). The cancel button can be pressed only when the progress is finished (when became 100%).
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>       cgProgressBar -> Update, (j+1)*10
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>    ENDFOR
>

>    cgProgressBar -> Destroy
>
>
>
> Cheers,
>
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>
> David
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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.")

Thank you David. I will try your hint and see what I can get.

Cheers,

MA