
Subject: Defining a callback that respects timers?
Posted by [dg86](#) on Tue, 15 Sep 2015 16:21:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dear Folks,

I am using IDL's timer() object to update images at regular intervals. My program also processes user interactions, and therefore makes use of callbacks. Starting with IDL 8.4, these callbacks block the timer, and therefore mess up my regular intervals.

Is there a clever way to write a widget callback that somehow checks to see if a specified timer is overdue to fire?

All the best,

David

Subject: Re: Defining a callback that respects timers?
Posted by [markb77](#) on Wed, 16 Sep 2015 09:46:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know the answer to this question, but I am very interested in the solution, if one exists.

I also write user interfaces which need to periodically update, while another process (e.g. data analysis) is ongoing.

Mark

Subject: Re: Defining a callback that respects timers?
Posted by [dg86](#) on Wed, 16 Sep 2015 12:46:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, September 16, 2015 at 5:46:31 AM UTC-4, superchromix wrote:

> I don't know the answer to this question, but I am very interested in the solution, if one exists.

>

> I also write user interfaces which need to periodically update, while another process (e.g. data analysis) is ongoing.

>

> Mark

One possibility might be to create a superclass of the timer object that stores its anticipated firing time as a property that can be polled with GetProperty. Any widget callback that might block the timer then could check to see if it's time to fire and, if necessary, could (1) cancel the timer, and (2) call the timer's callback.

I could imagine storing the deadline time as part of the userdata in the timer.set() method.

Here's the catch: Timer() is defined as a set of built-in static methods (no source code, I believe). So, I also don't see how to implement my own static Timer method to inspect the userdata.

It would be REALLY nice to be able to set a timer that preempts widget callbacks (pre-8.4 behavior), perhaps as an option to the Timer.Set() method.
