## Subject: Continuous check for new files and processing possible? Posted by rogass on Thu, 11 Feb 2016 16:13:40 GMT

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Hi folks,

I'd like to do the following. My application should check every second for new files, read the content (csv), process it, display it (maybe inside a widget\_window?) until a button is pressed. Unfortunately, there is another software that runs in parallel, produces those files and may 'steal' the focus.

Maybe somebody had a similar problem and can help?

Thanks in advance Chris

Subject: Re: Continuous check for new files and processing possible? Posted by wlandsman on Thu, 11 Feb 2016 16:23:22 GMT View Forum Message <> Reply to Message

This is not a full answer but you might want to look at the FOLDERWATCH object introduced in IDL 8.4

On Thursday, February 11, 2016 at 11:13:44 AM UTC-5, rog...@googlemail.com wrote:

- > Hi folks.
- > I'd like to do the following. My application should check every second for new files, read the content (csv), process it, display it (maybe inside a widget\_window?) until a button is pressed. Unfortunately, there is another software that runs in parallel, produces those files and may 'steal' the focus.

>

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>

- > Thanks in advance
- > Chris

Subject: Re: Continuous check for new files and processing possible? Posted by rogass on Thu, 11 Feb 2016 16:28:36 GMT

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Am Donnerstag, 11. Februar 2016 17:23:24 UTC+1 schrieb wlandsman:

> This is not a full answer but you might want to look at the FOLDERWATCH object introduced in IDL 8.4

>

- > On Thursday, February 11, 2016 at 11:13:44 AM UTC-5, rog...@googlemail.com wrote:
- >> Hi folks,
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>>

>> Maybe somebody had a similar problem and can help?

>>

- >> Thanks in advance
- >> Chris

This is a nice function. Do you think that it is possible to integrate this into a widget\_window 'approach'?

Cheers Chris

Subject: Re: Continuous check for new files and processing possible? Posted by wlandsman on Thu, 11 Feb 2016 18:56:27 GMT View Forum Message <> Reply to Message

I've actually not used FOLDERWATCH. When I tried to do something similar before, I instead used widget timer events

http://www.harrisgeospatial.com/docs/working\_with\_widget\_even.html#widget\_techniques\_4218446668\_96233

so that every 20 seconds I could perform a file\_search() to see if any new files appeared. If a new image appeared I would read it and display it in a widget window.

it looks like one can do the same with FOLDERWATCH using the callback procedure given in the Init method. You could have the callback procedure display the new file in a WIDGET\_WINDOW or whatever other method you use for diplaying static images. --Wayne

On Thursday, February 11, 2016 at 11:28:38 AM UTC-5, rog...@googlemail.com wrote:

- > Am Donnerstag, 11. Februar 2016 17:23:24 UTC+1 schrieb wlandsman:
- >> This is not a full answer but you might want to look at the FOLDERWATCH object introduced in IDL 8.4

>>

- >> On Thursday, February 11, 2016 at 11:13:44 AM UTC-5, rog...@googlemail.com wrote:
- >>> Hi folks,
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>>> Maybe somebody had a similar problem and can help?
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>>> Chris
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>
> Cheers
> Chris

Subject: Re: Continuous check for new files and processing possible? Posted by rogass on Mon, 15 Feb 2016 11:12:21 GMT

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Am Donnerstag, 11. Februar 2016 17:13:44 UTC+1 schrieb rog...@googlemail.com:

- > Hi folks,
- > I'd like to do the following. My application should check every second for new files, read the content (csv), process it, display it (maybe inside a widget\_window?) until a button is pressed. Unfortunately, there is another software that runs in parallel, produces those files and may 'steal' the focus.
- >
- > Maybe somebody had a similar problem and can help?
- >
- > Thanks in advance
- > Chris

Dear Wayne, thanks a lot.

Cheers Chris