
Subject: Multiple event handler calls in NT

Posted by [Karl Young](#) on Wed, 10 Apr 1996 07:00:00 GMT

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I seem to be having widget timing problems in IDL under NT. When an event triggers a call to an event handler in my code it seems that the event handler is called 4 times for every event trigger. E.g. if I have some code in my event handler like...

```
case event.tag of
  push_button: print, 'Big deal you pushed the button'
  toot_your_horn: ; do nothing
endcase
```

every time I push the button the above message gets printed 4 times. This is a real problem when I do things like fire off another complicated (modal) widget interface from the current one, to e.g. collect information from the user; i.e. the user will get a little frustrated filling out a complicated form identically 4 times (how do you feel when you have to fill one out once ?!) There's a good chance I'm just forgetting to set something but I can't figure out what (this seems to happen regardless of how complicated my widget program is, including just using e.g.'s from the docs) Has anybody else had this problem and have any suggestions ? (BTW if it matters my machine is a 100 MHz pentium) Thanks for any thoughts,

-- KY
