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Subject: Re: XMANAGER, and loops

Posted by [rivers](#) on Sun, 07 Jul 1996 07:00:00 GMT

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In article <31DD76B6.4FD0@potomac.net>, "George, Rachel, and Molly"  
<gmccabe@potomac.net> writes:

> Hello,

>

> I am trying to create a widget program with several functions  
> called by button events. The XMANAGER is used with a widget event  
> handler inside which a CASE statement block contains the possible events  
> and corresponding program responses.

> If one of the widget buttons is for beginning a continuous loop  
> like for example what I want to do is shuffle through a stack of images  
> from beginning to end and repeat until another button is pushed, the STOP  
> button. How do I retrieve the event using the XMANAGER when the event  
> handler procedure is stuck in a loop? That at least is how I have  
> attempted to construct the procedure, in this form it does not work. If  
> I knew how to give control back from the XMANAGER and enter a mode where  
> I use WIDGET\_EVENT statements within the loop then I could but, I can't  
> figure out how.

One way to do this is to do the following:

- User presses START button
- Event handler sets mode = "image loop" and sets a timer for .1 seconds
- If the next event is a timer event and mode="image loop" then display  
next image and set timer again, etc.
- If next event is STOP button then set mode="normal"

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Subject: Re: XMANAGER, and loops

Posted by [David Foster](#) on Mon, 08 Jul 1996 07:00:00 GMT

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"George, Rachel, and Molly" <gmccabe@potomac.net> wrote:

> I am trying to create a widget program with several functions  
> called by button events. The XMANAGER is used with a widget event  
> handler inside which a CASE statement block contains the possible events  
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> I knew how to give control back from the XMANAGER and enter a mode where  
> I use WIDGET\_EVENT statements within the loop then I could but, I can't  
> figure out how.

Check out the !NEWS IDL Newsletter Volume 6, Number 1 (Summer 96)  
if you have it. It has an example illustrating how to do what you  
are asking.

Basically, within the loop in the event handler, you use  
WIDGET\_EVENT() to poll for events generated from the widget  
hierarchy "represented" by the widget id argument to WIDGET\_EVENT().

Something like:

```
quit_loop = 0

while ( quit_loop eq 0 ) do begin
  ...
  quit = WIDGET_EVENT( event.top, /nowait )
  if ( quit.id eq state.cancel_button ) then $
    quit_loop = 1

  ...
endwhile
```

Hope this helps.

Dave Foster  
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