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Subject: XMANAGER, and loops

Posted by [George, Rachel, and M](#) on Fri, 05 Jul 1996 07:00:00 GMT

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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.

A little help would be appreciated.

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