Allan Beihl (beihl@ti.com) writes:

> Is there any way to force a widget to move once realized?

Sure. If I have a customer that is slow to pay his bill,
I like to write a little timer event that at random times
will move the application to some other location on the
display. Drives 'em crazy. They pay up quickly. :-)

> IDL help states that :
>>> it is best to avoid this style of programming. Although these keywords are
> usually honored, they are merely hints to the widget toolkit and might be
> ignored.

IDL has gotten much better at this than it used to be.
I find that these "dangerous" things are almost always
carried out successfully these days. I even wrote a droplist
widget this week that can destroy itself and come back to life
in a new incarnation. Still, you can't *always* move things
on *all* window managers.

The bottom line is to not get too hung up on where things
are positioned. Users wielding mice often have ideas of
their own that don't always correspond to your completely
understandable aesthetic sense.

Happy Holidays!

David

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