Subject: Re: Problem with non-modal children of modal dialogs Posted by Liam Gumley on Mon, 14 Jun 1999 07:00:00 GMT

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Phillip & Suzanne David wrote:

- > I remember this issue being discussed shortly after IDL 5.0 came out,
- > but not noticing that this affected me at the time. However, in some of
- > my programs, I display moderately complicated (modal) dialogs, and want
- > to provide a help capability for these. The problem I have using IDL is
- > that if I display the help in a different window, IDL requires that
- > window to be modal as well. Thus, when the user actually desires to use
- > the information in the help window, s/he must first close the window
- > (remembering the help tip) and act on the help information. There
- > appears to be no way to make the window stay up while allowing the user
- > to switch back to the modal dialog. My solution so far has been to
- > stick with the IDL 4.0 convention to XManager that allows non-modal
- > children of modal dialogs (although there appears to be no way to close
- > them except by closing the modal dialog). Does anyone know of a better
- > way to handle this?

I find it more convenient to manage widget sensitivity manually, using the SENSITIVE keyword to WIDGET_CONTROL. For example, your program information structure could contain a master list (array) of widget names, and corresponding widget ids. Whenever you create a new widget, you pass the names of the widgets which should be *insensitive* to a routine that scans through the master list of widget names and ids. Whenever it finds a match on a widget name, it checks to see if the widget is active. If it is active, it desensitizes the widget using WIDGET_CONTROL, ID, SENSITIVE=0 When the widget dies, you then call the same routine with the SENSITIVE

When the widget dies, you then call the same routine with the SENSITIVE keyword set, and again it scans through the list of widget names. Whenever it finds a match on a widget name, it checks to see if the widget is active. If it is active, it sensitizes the widget using WIDGET_CONTROL, ID, SENSITIVE=1

This way you don't have to worry about MODAL keywords, and you can set the sensitivity of your widgets exactly to your taste.

Cheers, Liam.

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Liam E. Gumley
Space Science and Engineering Center, UW-Madison
http://cimss.ssec.wisc.edu/~gumley