Subject: Re: pop up widget

Posted by gabriel rodriguez ibe on Tue, 27 Jul 1999 07:00:00 GMT

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FIT wrote:

> Hi,
>
> I am looking for a technique to produce a widget with the following
> characteristics:
>
> 1.) It pops up upon fulfillment of a certain program condition

Construct the widget-tree on a event-handler (if 'program condition' is a
event), or whenever the 'program condition' is true

>
> 2.) It always stays in front

; Use the keyword /FLOATING in the top-level base, together with the
GROUP_LEADER=widgetID, where widgetID is the id of a widget you want the
widget to be in front of.

3.) No user interaction can take place with the widget or with the remaining
widgets of the program

; Use the /MODAL keyword in the top-level base of your new tree, or use the
SENSITIVE=0 keyword with WIDGET_CONTROL to de-sensitize any widget tree you
don't want user interacting with

>
> 4.) The widget disappears automatically after a limited period of time
> and normal interaction with the remaining widgets is going to take place
> again
>

Use WIDGET_CONTROL, ev.id, TIMER=periodOfTime, where ev.id can be any
widget; and in the event-handler routine destroy the widget tree when the
TIMER event is received (if you had used SENSITIVE=0 don't forget to make
/SENSITIVE to the widgets before destroying your new tree)

>
> Any help is appreciated. Thank you in advance for Your efforts.
>
> Sincerely, Arno R. Schleich, MS, MD

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