
Subject: Re: Switching Between Multiple XMANAGER Windows
Posted by [Pavel Romashkin](#) on Thu, 07 Oct 1999 07:00:00 GMT
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Although I am not quite clear about what an XMANAGER window is, I see no obstacle to using WIDGET_DRAW to produce more than one popup daughter windows when the mouse is clicked inside that WIDGET_DRAW. Why not just include a base widget creation routine in the event handler for the draw widget, and have event_handler create a base with an information widget, with pixel ID, label, text, table or image zoom-in - anything you want, and leave it in case you need that information. Then, when you click on another pixel, another window, identical to the first info base, will pop up, and so on. To destroy them easily, I'd use /group_leadre keyword. Or am I missing something complicating here? I don't even see the need to use pointers.

Good luck,
Pavel

Michael Baca wrote:

> I am trying to find a way to work between two different XMANAGER windows.
> The first window controls some data visualization information. What I then
> do is click on my draw widget in order to obtain more detailed information
> about a single pixel. This pops up a new XMANAGER window that shows more
> detailed information on this single pixel. However, I need to be able to
> return to the first window to be able to do the same for a second pixel
> without losing the second window. Can this be done. Any comments would be
> appreciated.
>
> Mike
