Subject: Re: Floating base widget Posted by Marc Schellens on Fri, 19 Nov 1999 08:00:00 GMT View Forum Message <> Reply to Message

Daniel Peduzzi wrote: > David Fanning wrote in message ... >> Daniel Peduzzi (peduzzi@mediaone.net) writes: >> >>> I would like to create a window which can never be obscured by its >>> group leader, but I can't seem to force the window to remain "on top." >>> According to the IDL documentation, by setting the "floating" keyword >>> when creating a top-level base, the "floating base widget will always >>> appear above the base specified as the group leader." >> >> The documentation must have been talking about Windows >> machines, because this floater really does float on my >> Windows NT machine. No way I can get the first widget on >> top of the second. >> > Argh...I'm definitely not seeing the same behavior, even though the docs do include Motif in the above description. :-(> My intent was to present the user with a list of options > in a popup window, triggered by a 3rd mouse button click > in a draw widget. Depending upon the (x,y) location of the > mouse click, the items in the list (selectable by the 1st mouse button) could be different. > Everything works well except that the pop-up can get lost > behind other windows, and it becomes a pain to look for because of its size. A floating base would have solved that problem. > I guess what I'm trying to simulate is what happens when a user right-mouse-clicks on a bare desktop in a Microsoft environment (or close enough.) Can anybody point me in the right direction here? > > Dan > Dan Peduzzi > peduzzi@mediaone.net

Perhaps you can use something like this:

IF widget_info(ID,/VALID_ID) then widget_control,ID,/show

after every event (as last line in your eventhandler). were ID is the ID of your 'floating' window. This will re-raise you 'floating' window then.

Even though /FLOATING works fine on my Solaris machine. So I guess this might be a problem of the window manager. I am using KDE for Solaris.

hope this helps, :-) marc