
Subject: Re: Floating base widget

Posted by [Daniel Peduzzi](#) on Fri, 19 Nov 1999 08:00:00 GMT

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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

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