Subject: Re: realizing nonmodal widgets
Posted by reardonb on Tue, 21 Dec 1999 08:00:00 GMT
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Thanks Bernard! I'll try this as soon as I get home.
My next question is, How could I have figured that out
myself if I did not have access to this news group?
Thanks again!
-Brian
In article <385F95A7.D2F8C467@va.aetc.com>,
  bpuc@va.aetc.com wrote:
> I believe that the XREGISTERED() function may be what you are looking
> for.
> If you put a line like this at the start of your INPUT routine,
>
> IF XREGISTERD("INPUT") THEN RETURN
>
> If an input window already exists, it will be brought to the front of
> the desktop.
>
> reardonb@my-deja.com wrote:
>>
>> Hi all!
>> I have a TLB widget that contains a widget button called INPUT. When
>> INPUT is pressed a non modal dialog widget pops up on the screen to
>> allow the user to input some data values. Currently, if you press the
>> INPUT widget button on the TLB a second time, then a second INPUT dialog
>> widget opens up. This is not what I want. I would like IDL to bring
>> the input widget to the foreground if it is already realized and if it
>> is not, then I want IDL to realize it. What is the most efficient or

>> to use widget_info to determine if the widget has been realized and
>> then, if so, somehow bring it to the foreground with widget_control but
>> I am not sure.
>
> --
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