Subject: realizing nonmodal widgets
Posted by reardonb on Tue, 21 Dec 1999 08:00:00 GMT

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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.
Thanks.
-Brian