
Subject: Re: CW_DEFROI

Posted by [David Fanning](#) on Wed, 12 Sep 2001 13:45:42 GMT

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L E Olsson (le.olsson@rfa.mas.lu.se) writes:

> I want to include the modal widget CW_DEFROI in my GUIBuilder based
> program. The problem is that when I start the CW_DEFROI and starts to draw
> the
> ROI in the drawwindow, the CW-DEFROI-Window moves to the back. Since
> my original window covers the entire screen, I can not see the CW_DEFROI
> anymore. I have to move the window on my screen to see the widget and be
> able to press DONE on the widget.
>
> How do I incorporate the CW_DEFROI Window in my original window? Or how
> do I keep the CW_DEFROI on top while still be able to use the drawwindow?

I've only ever used CW_DEFROI a couple of times,
mostly because--like you--I find the interface
clunky and difficult to work with. I much prefer
to add ROI capability to my own draw widgets.

The bottom line, I think, is that because CW_DEFROI
employs it's own event loop, there is no way to
get it to do what you want it to do without
modifying it rather significantly. (Actually,
it was my attempt to get it to fit into *my*
application window, as a compound widgets are
suppose to do, that finally convinced me to give
up on it.)

If you decided to add your own ROI capability
to your windows, here are a couple of articles
that explain at least one way to do it:

http://www.dfanning.com/tips/line_on_image.html

http://www.dfanning.com/tips/rubberband_widget.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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