On 14 Aug 2002 10:33:15 -0700, bjones8@yahoo.com (Brandon Jones)
wrote:

> Hi!
>
> I have a program where I have multiple widget bases each with a draw
> widget inside of it. I want an event to be sent when the individual
> base (window) is made active, or brought to the front.
>
> I know there is the /Viewport_events keyword, but this only sends an
> event when the mouse enters the viewport. I want an event to be sent
> when the window is made active, such as through an Alt-Tab procedure.
>
> Any ideas?
>

Hmm. It seems to me that this is information that you have to ask the
OS for, not IDL. So, how about sending regular timer events to all
your draw windows-- then when the timer event is received, the
receiving draw widget executes the appropriate Win32 function (don't
ask me how-- I have no idea) and finds out from the OS whether it is
the current top window. Ugh.

Matt Feinstein   does not include his email address
            in the text of usenet postings.

Harvard Law of Automotive Repair: Anything that goes away
by itself will come back by itself.