
Subject: Re: Floating bases in IDL 5.6 vs. IDL 5.4
Posted by [westrick85](#) on Wed, 06 Aug 2003 13:17:23 GMT
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portshome@yahoo.com (PJL) wrote in message
news:<ab0cf544.0308051405.28337885@posting.google.com>...
> However, in IDL 5.6,
> if event.top happens to be in the second monitor, the tlb stops right
> at the edge of the first monitor!

I have seen the same thing in IDL 5.6. My guess is that the good folks
at RSI attempted to "correct" the problem of dialog windows popping up
smack dab in the middle of where your dual monitors meet.

An ugly workaround is to use the XOFFSET and YOFFSET keywords to
widget_control to move your dialog back to the center AFTER you
realize your floating base. Users will see the window appear on the
left monitor and then "jump" into position on the right monitor.

Corey
