
Subject: Re: floating widget problem

Posted by [David Fanning](#) on Mon, 16 Feb 2004 17:57:49 GMT

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Ananth Kini writes:

> I have the following issue with widget handling:
>
> I have a main screen to my program, namely screen_100. The top level
> base widget for this happens to be "w_bas_main". I have created
> another modal screen, screen_200 that has "w_bas_main" to be it's
> group leader.
>
> When I first run the program, I simply move the screen_100 to some
> arbitrary position on the screen. When I invoked screen_200, I
> expected the modal screen_200 to appear directly above screen_100,
> possibly overlapping a certain area of screen_100 (as illustrated
> below).
>
> Sadly, modal screen_200 always appears at the left top corner of the
> screen, no matter where the main screen, screen_100 is positioned.

Widgets that "float" over their group leader can be set with the FLOATING keyword only on Windows. (Although I wouldn't be surprised if the GUI Builder failed to mention this.)

In general, a second window is positioned with respect to the first by first obtaining the offsets and size of the first window (TLB_GET_SIZE and TLB_GET_OFFSET keywords are used with WIDGET_CONTROL), then using this information to calculate appropriate offsets for the second window, which are then passed to it when it is created. This works in a device-independent way.

Cheers,

David

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