Subject: Re: modal widgets problem
Posted by David Fanning on Tue, 20 Apr 2004 19:24:05 GMT
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## Benjamin Hornberger writes:

- > I have a GUI called 'display\_array\_gui' which can display an array,
- > change min and max values, colortables etc. From display\_array\_gui, I
- > want to call a 'histogram\_gui', which displays a histogram of the array,
- > and I want to click into the histogram to adjust the min and max in
- > display\_array\_gui.

>

- > While histogram\_gui is open, I want display\_array\_gui to be blocked from
- > receiving input (e.g., its min and max fields, because they would
- > interfere with the histogram). But when I click into the histogram, I
- > want to have display\_array\_gui update its min and max for the display.
- > The new min or max will be sent to display\_array\_gui through an event
- > structure and widget\_control, .., send\_event = ...

>

- > If I use the modal and group\_leader keywords in histogram\_gui's tlb, it
- > will block display\_array\_gui, but the display update will be delayed
- > until histogram\_qui is closed. If I don't, then display\_array\_qui is not
- > blocked and could in principle have parameters changed which would
- > interfere with the histogram display.

>

- > I tried to set display\_array\_qui's tlb to insensitive when histogram\_qui
- > is opened. That works in the first place, but seems quite unprofessional
- > to me, and I haven't figured out yet how to make it sensitive again when
- > histogram\_qui is closed (I might find that out with some more trying).

Making the second widget program non-modal, and the first insensitive doesn't sound a bit unprofessional to me. It certainly gives a visual clue to the user about what is going on. An alternative would be to change the event handler (or handlers, if you have several) to a null event handler (accepts events, but does nothing with them) while the second program is on the display. But I think this is likely to confuse users. (Why does this button not work now, when it worked just a second a go!?). To make your program sensitive again, just set the SENSITIVE keyword to 1 with the WIDGET\_CONTROL command.

Cheers,

David

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