
Subject: Re: Event when Window is activated

Posted by [Mark Hadfield](#) on Wed, 08 Dec 2004 23:05:28 GMT

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David Fanning wrote:

> Florian Meyer writes:

>

>

>> is there a possibility to cause an event, when a GUI Window is

>> activated, i.e. one clicks on it so that it comes to the front.

>> My problem is that I have a main GUI and a subgui. When I change

>> something in the main GUI some displayed values in the subgui should

>> be adjusted. So I want to cause an event, when I look the next time at

>> the subgui, so that automatically the displayed values are renewed.

>> Is there a possibility (maybe a special keyword??) except timer

>> events??

>

>

> I'd try:

>

> Widget_Control, subGuiWidgetID, Send_Event={whatever_event_you_like}

>

Hmmm. As I understand it, Florian wants a way of detecting when the sub-GUI is "looked at" so that he can renew its contents at that time.

Now, several IDL widget elements can be configured to generate IDL events in response to the actions of the user and/or the windowing system. For example, a draw widget can be configured to generate an event when it is exposed (by setting the EXPOSE_EVENTS keyword) or when the mouse cursor moves over it (MOTION_EVENTS keyword) and a base widget can be configured to generate an event when it receives or loses keyboard focus (KBRD_FOCUS_EVENTS keyword). There are others, though I'm not sure you can generate an event when a widget element is "looked at", because being looked at is not a well-defined UI event.

At least that's my understanding of the original question. But I think it would be more sensible to renew the sub-GUI immediately the main-GUI value changes. The problem then is how to tell the sub-GUI of the change. There are many ways to do that, depending on the program structure, and sending an event from the mainGUI is one of them.

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