Subject: making DIALOG_MESSAGE jump out
Posted by rclark on Thu, 19 Jul 2007 17:57:44 GMT

Is there a way to make a DIALOG_MESSAGE box more conspicuous?

Especially helpful would be a way to keep the dialog box floating
above other widget windows. If the user happens to not notice the
dialog box right away it may drop back behind the control panel, which
can make things a little confusing.

Also helpful might be to sound a couple of beeps, use different colors,
or make smoke and sparks shoot out of the display.

There's no /float option. There also isn't a /beep option so I have
tried to embed an ascii bell in the message string, but with no luck.
(Although including a string(10b) in the text for VALUE for a button
widget produces a newline in the button label, at least on our linux
systems)

Oh duh! I just thought of an obvious workaround to get the beep...
there's still STDOUT so just put a print,string(7b) elsewhere in the
event handler. Though it seems like dialog_message should allow this
itself-- getting the user's attention is usually the idea for using
it.

But I would still really like to force the dialog box to remain visible
above any other widget or graphics windows on the screen.

Any ideas would be greatly apreciated.

Thanks,
Richard Clark