
Subject: Re: making DIALOG_MESSAGE jump out
Posted by [Michael Galloy](#) on Thu, 19 Jul 2007 22:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jul 19, 11:57 am, rcl...@hindmost.lpl.arizona.edu (Richard Clark) wrote:

- > 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 appreciated.

You could use the DIALOG_PARENT keyword to specify a widget hierarchy's tlb. The dialog will float over the tlb and the user can't go back the tlb until they dismiss the dialog.

Mike

--

www.michaelgalloy.com
