Subject: Re: Mapping widgets behavior changed?
Posted by David Fanning on Wed, 02 Sep 2009 16:51:58 GMT
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Robert Moss writes:

> I could have sworn that in older versions of IDL you could use a call
> to WIDGET_CONTROL, widgetId, MAP = 1 to force a widget to the front of
> the screen, ensuring that it did not get buried under all the other
> junk on the screen. I am running IDL 7.0.8, and this seems to no
> longer work. Furthermore, it appears that realizing (or mapping) a
> widget does not guarantee it will be displayed on top of the Workbench
> at all.
>
> This is very annoying. Anyone out there have a solution?
>
> I'm running Windows Vista, but it looks like it is doing the same
> thing on XP.

You must be thinking of SHOW, instead of MAP.

   WIDGET_CONTROL, widgetId, SHOW = 1

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")