
Subject: Re: Problem with modal widgets

Posted by [Tim Patterson](#) on Thu, 15 May 1997 07:00:00 GMT

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I don't have IDL 5.0, but I have a real kludgy idea instead!
I hope I understood the problem correctly.

Could you work out the size of the widget using an unmapped, non-modal version, then destroy that without ever actually having displayed it and create a modal version to display at the correct position all in the same widget routine?
This way you wouldn't have to map/unmap the "real" modal widget. But it is extremely ugly!

Tim

PS personally I would do some sort of near-enough calculations knowing what approximate size the widget will be and blame any offsets on the monitor :)

David Foster wrote:

>
> This will either be a good puzzle, or a stupid question. Enough said.
>
> I want to "truly center" a modal widget in the center of the screen,
> meaning that you have to take into account the size of the widget
> itself. Prior to IDL 5.0 I could do this by:
>
> * create widget
> * unmap widget
> * realize widget
> * use WIDGET_CONTROL, wid, TLB_GET_SIZE to get the size
> of the widget, and calculate position accordingly
> * use WIDGET_CONTROL, wid, TLB_SET_[XY]OFFSET to position widget
> * map the widget
>
> Now, with IDL 5.0, and after I obediently put the /MODAL keyword in
> the WIDGET_BASE() call that creates the TLB instead of in the call to
> XMANAGER(), I get a widget that displays once, then repositions
> itself. This looks dorky, and I just can't have dorky programs!
>
> The problem is that in IDL 5.0 you cannot map/unmap "real" modal
> widgets (look at XMANAGER.PRO code and you'll see what I mean by

> "real", as opposed to "fake" modal widgets created by using
> XMANAGER, /MODAL).
>
> And since you have to realize the widget before you can get the size
> of it, I don't see a way around this problem. I could just leave
> the MODAL keyword in XMANAGER, but then you get that error message
> about an obsolete keyword, and our users will think I'm lazy or
> something.
>
> Thanks. -Dave
> --

> ~~~~~
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