Subject: Re: pop up widget
Posted by Harald Frey on Tue, 27 Jul 1999 07:00:00 GMT
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FIT wrote:

> Hi,
>
> I am looking for a technique to produce a widget with the following
> characteristics:
>
> 1.) It pops up upon fulfillment of a certain program condition
> 2.) It always stays in front
> 3.) No user interaction can take place with the widget or with the
> remaining widgets of the program
> 4.) The widget disappears automatically after a limited period of time
> and normal interaction with the remaining widgets is going to take place
> again
>

Why don't you just use the /HOURGLASS keyword to show

the user the system is busy?

==========
Harald U. Frey
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Subject: Re: pop up widget
Posted by gabriel rodriguez ibe on Tue, 27 Jul 1999 07:00:00 GMT
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FIT wrote:

> Hi,
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> I am looking for a technique to produce a widget with the following
> characteristics:
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> 1.) It pops up upon fulfillment of a certain program condition

Construct the widget-tree on a event-handler (if 'program condition' is a
event), or whenever the 'program condition' is true

>
> 2.) It always stays in front

; Use the keyword /FLOATING in the top-level base, together with the GROUP_LEADER=widgetID, where widgetID is the id of a widget you want the widget to be in front of.

3.) No user interaction can take place with the widget or with the remaining widgets of the program

; Use the /MODAL keyword in the top-level base of your new tree, or use the SENSITIVE=0 keyword with WIDGET_CONTROL to de-sensitize any widget tree you don't want user interacting with

>
> 4.) The widget disappears automatically after a limited period of time
> and normal interaction with the remaining widgets is going to take place
> again
>

Use WIDGET_CONTROL, ev.id, TIMER=periodOfTime, where ev.id can be any widget; and in the event-handler routine destroy the widget tree when the TIMER event is received (if you had used SENSITIVE=0 don't forget to make /SENSITIVE to the widgets before destroying your new tree)

>
> Any help is appreciated. Thank you in advance for Your efforts.
>
> Sincerely, Arno R. Schleich, MS, MD
>
> --
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Subject: Re: pop up widget
Posted by J.D. Smith on Tue, 27 Jul 1999 07:00:00 GMT

FIT wrote:
>
> Hi,
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>
> Any help is appreciated. Thank you in advance for Your efforts.
>

A top-level floating modal widget_base with nothing but a label, which simply blocks for some period of time would seem to do the trick.

I tried something like:

```
pro MyApp_event, ev
  warn,ev.top
end

pro warn, leader
  b=widget_base(GROUP_LEADER=leader,/FLOATING,/MODAL,/COLUMN)
  lab=widget_label(b,value='    Please Wait 10 Seconds    ')
  widget_control, b,/realize
  wait,10
  widget_control, b,/destroy
end

pro testtlb
  app=widget_base(/ROW)
  lab=widget_label(app,value='The application')
  b=widget_button(app,value='Take Input')
  widget_control, app,/REALIZE
  XManager, 'MyApp',app,/NO_BLOCK
end
```

which seemed to do what you want. For some reason on my Linux vs. 5.2.1, it takes a moment for the warning text to appear after the base is realized.

JD

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