
Subject: Re: realizing nonmodal widgets

Posted by [davidf](#) on Tue, 21 Dec 1999 08:00:00 GMT

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Brian (reardonb@my-deja.com) writes:

- > I have a TLB widget that contains a widget button called INPUT. When
 - > INPUT is pressed a non modal dialog widget pops up on the screen to
 - > allow the user to input some data values. Currently, if you press the
 - > INPUT widget button on the TLB a second time, then a second INPUT dialog
 - > widget opens up. This is not what I want. I would like IDL to bring
 - > the input widget to the foreground if it is already realized and if it
 - > is not, then I want IDL to realize it. What is the most efficient or
-
- > to use widget_info to determine if the widget has been realized and
 - > then, if so, somehow bring it to the foreground with widget_control but
 - > I am not sure.

Suppose that your input dialog widget is registered with XMANAGER with a command like this:

```
XMANAGER, 'input_dialog_thingy', tlb, Event_Hander=....
```

Then all you have to do to get the behavior you want is add this line in your widget definition module (I.e., the one where XMANAGER is called and the widgets are defined) *before* you create any widgets:

```
IF XRegistered('input_dialog_thingy') GT 0 THEN RETURN
```

This is how widget programs that use Common blocks protect themselves from having multiple copies on the display at once. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: realizing nonmodal widgets

Posted by [reardonb](#) on Tue, 21 Dec 1999 08:00:00 GMT

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Thanks Bernard! I'll try this as soon as I get home.
My next question is, How could I have figured that out
myself if I did not have access to this news group?

Thanks again!

-Brian

In article <385F95A7.D2F8C467@va.aetc.com>,
bpuc@va.aetc.com wrote:

> I believe that the XREGISTERED() function may be what you are looking
> for.

> If you put a line like this at the start of your INPUT routine,

>

> IF XREGISTERD("INPUT") THEN RETURN

>

> If an input window already exists, it will be brought to the front of
> the desktop.

>

> reardonb@my-deja.com wrote:

>>

>> Hi all!

>> I have a TLB widget that contains a widget button called INPUT. When

>> INPUT is pressed a non modal dialog widget pops up on the screen to

>> allow the user to input some data values. Currently, if you press the

>> INPUT widget button on the TLB a second time, then a second INPUT dialog

>> widget opens up. This is not what I want. I would like IDL to bring

>> the input widget to the foreground if it is already realized and if it

>> is not, then I want IDL to realize it. What is the most efficient or

>> to use widget_info to determine if the widget has been realized and

>> then, if so, somehow bring it to the foreground with widget_control but

>> I am not sure.

>

> --

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>

Sent via Deja.com <http://www.deja.com/>

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Subject: Re: realizing nonmodal widgets

Posted by [Bernard Puc](#) on Tue, 21 Dec 1999 08:00:00 GMT

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I believe that the XREGISTERED() function may be what you are looking for.

If you put a line like this at the start of your INPUT routine,

```
IF XREGISTERD( "INPUT" ) THEN RETURN
```

If an input window already exists, it will be brought to the front of the desktop.

reardonb@my-deja.com wrote:

>
> Hi all!
> I have a TLB widget that contains a widget button called INPUT. When
> INPUT is pressed a non modal dialog widget pops up on the screen to
> allow the user to input some data values. Currently, if you press the
> INPUT widget button on the TLB a second time, then a second INPUT dialog
> widget opens up. This is not what I want. I would like IDL to bring
> the input widget to the foreground if it is already realized and if it
> is not, then I want IDL to realize it. What is the most efficient or
> elegant way of doing this? My naïve understanding is that I will have
> to use widget_info to determine if the widget has been realized and
> then, if so, somehow bring it to the foreground with widget_control but
> I am not sure.

--

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Subject: Re: realizing nonmodal widgets
Posted by [Bernard Puc](#) on Wed, 22 Dec 1999 08:00:00 GMT
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reardonb@my-deja.com wrote:

>
> Thanks Bernard! I'll try this as soon as I get home.
> My next question is, How could I have figured that out
> myself if I did not have access to this news group?

Well, that's a good question because I think I learned of this function from this newsgroup as well...

--

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