
Subject: Re: runtime IDL, blocking widgets

Posted by [marc schellens\[1\]](#) on Mon, 22 May 2000 07:00:00 GMT

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David Fanning wrote:

>
> marc (m_schellens@hotmail.com) writes:
>
>> As I understood now (after posting this question some time ago),
>> blocking of widgets behave like this:
>> A blocking base blocks when started 'from within' a nonblocking base.
>> the next blocking base started from within the blocking base did not
>> block any more. To get the blocking behaviour (i.e. xmanager did not
>> return till top level base is destroyed) you have to use modal bases.
>>
>> So far so nice.
>> I have a program wich starts nonblocking (a), then starts a blocking
>> base (b) and from within this invokes another GUI program (c).
>>
>> Now the problem: When I run this stuff in runtime IDL, it seems that
>> there are no non blocking bases. So the former blocking base (b) blocks
>> no longer.
>> But when I make (b) modal, I cannot use (c) anymore!
>>
>> So is there a solution other than restructuring the program?
>> Can I get back the behaviour of interactive IDL in runtime IDL?
>> Is this a buck in runtime IDL?
>
> A run-time version of IDL is--by definition--a blocking
> program. :-) That is, there is no IDL command line, hence
> the top-level *IS* blocking. A modal widget can't call a
> modal widget and have events generated. So, you are out of
> luck. I think your only hope is to restructure the program.
> Sorry. :-(
>
> Cheers,
>
> David
>
> --
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Uhhh that sucks.

I don't see the need for that, if a program runs under runtime IDL,

the command line could also be only 'hidden'.
Strange that a program behaves different depending upon the used
license.
thanks anyway,
:-) marc
