
Subject: Re: Window active event?

Posted by [notspecified](#) on Wed, 14 Aug 2002 17:58:06 GMT

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On 14 Aug 2002 10:33:15 -0700, bjones8@yahoo.com (Brandon Jones) wrote:

> Hi!

>

> I have a program where I have multiple widget bases each with a draw
> widget inside of it. I want an event to be sent when the individual
> base (window) is made active, or brought to the front.

>

> I know there is the /Viewport_events keyword, but this only sends an
> event when the mouse enters the viewport. I want an event to be sent
> when the window is made active, such as through an Alt-Tab procedure.

>

> Any ideas?

>

Hmm. It seems to me that this is information that you have to ask the OS for, not IDL. So, how about sending regular timer events to all your draw windows-- then when the timer event is received, the receiving draw widget executes the appropriate Win32 function (don't ask me how-- I have no idea) and finds out from the OS whether it is the current top window. Ugh.

Matt Feinstein does not include his email address
in the text of usenet postings.

Harvard Law of Automotive Repair: Anything that goes away
by itself will come back by itself.

Subject: Re: Window active event?

Posted by [David Fanning](#) on Wed, 14 Aug 2002 18:11:15 GMT

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Brandon Jones (bjones8@yahoo.com) writes:

> I have a program where I have multiple widget bases each with a draw
> widget inside of it. I want an event to be sent when the individual
> base (window) is made active, or brought to the front.

>

> I know there is the /Viewport_events keyword, but this only sends an
> event when the mouse enters the viewport. I want an event to be sent
> when the window is made active, such as through an Alt-Tab procedure.

Set the KBRD_FOCUS_EVENT keyword for each base widget.
When you get a keyboard focus event in your base widget
event handler, send any event you like to the draw widget.
It will look something like this:

```
PRO PROGRAM_TLB_EVENTS, event
  thisEvent = Tag_Names(event, /Structure_Name)
  IF thisEvent EQ 'KBRD_FOCUS_EVENT' THEN BEGIN
Widget_Control, event.top, Get_UValue=info, /No_Copy
    ; Create some kind of event. Whatever is appropriate.
    ; For example:
    theEvent = {ID:info.drawID, TOP:event.top, HANDLER:0L, TYPE:0}
    Widget_Control, info.drawID, Send_Event=theEvent
Widget_Control, event.top, Set_UValue=info, /No_Copy
  ENDIF
...
END
```

Cheers,

David

--

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

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Subject: Re: Window active event?

Posted by [bjones8](#) on Thu, 15 Aug 2002 15:53:53 GMT

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David--

Thanks a ton! It works great! I always wondered what exactly keyboard
focus events were.

BTW

The event structure name is actually WIDGET_KBRD_FOCUS...

Thanks!

-Brandon

David Fanning <david@dfanning.com> wrote in message
> Set the KBRD_FOCUS_EVENT keyword for each base widget.

```
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>   IF thisEvent EQ 'KBRD_FOCUS_EVENT' THEN BEGIN
>     Widget_Control, event.top, Get_UValue=info, /No_Copy
>       ; Create some kind of event. Whatever is appropriate.
>       ; For example:
>       theEvent = {ID:info.drawID, TOP:event.top, HANDLER:0L, TYPE:0}
>       Widget_Control, info.drawID, Send_Event=theEvent
>     Widget_Control, event.top, Set_UValue=info, /No_Copy
>   ENDIF
>   ...
> END
>
> Cheers,
>
> David
```
