
Subject: Using CALL_EXTERNAL to manage Windows
Posted by [Robert Barnett](#) on Wed, 12 Jan 2005 03:43:00 GMT
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Hi,

I've been writing an IDL application for use on the Windows platform. Unfortunately, another application takes delight in hogging the entire screen. I cannot seem to get the IDL GUI to be 'always on top'. The IDL GUI is obscured behind this other application making my IDL program very difficult to use.

I'm starting to play with windows internals to fix the problem. More specifically, I can use CALL_EXTERNAL on user32.dll. However, it is a very steep learning curve for me (I am more a UNIX kind of person). Has anyone ever had success with this kind of thing before?

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