
Subject: making `DIALOG_MESSAGE` jump out
Posted by [rclark](#) on Thu, 19 Jul 2007 17:57:44 GMT
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Is there a way to make a `DIALOG_MESSAGE` box more conspicuous?

Especially helpful would be a way to keep the dialog box floating above other widget windows. If the user happens to not notice the dialog box right away it may drop back behind the control panel, which can make things a little confusing.

Also helpful might be to sound a couple of beeps, use different colors, or make smoke and sparks shoot out of the display.

There's no `/float` option. There also isn't a `/beep` option so I have tried to embed an ascii bell in the message string, but with no luck. (Although including a `string(10b)` in the text for `VALUE` for a button widget produces a newline in the button label, at least on our linux systems)

Oh duh! I just thought of an obvious workaround to get the beep... there's still `STDOUT` so just put a `print,string(7b)` elsewhere in the event handler. Though it seems like `dialog_message` should allow this itself-- getting the user's attention is usually the idea for using it.

But I would still really like to force the dialog box to remain visible above any other widget or graphics windows on the screen.

Any ideas would be greatly appreciated.

Thanks,
Richard Clark

Subject: Re: making `DIALOG_MESSAGE` jump out
Posted by [Michael Galloy](#) on Thu, 19 Jul 2007 22:29:41 GMT
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On Jul 19, 11:57 am, rcl...@hindmost.lpl.arizona.edu (Richard Clark) wrote:

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You could use the DIALOG_PARENT keyword to specify a widget hierarchy's tlb. The dialog will float over the tlb and the user can't go back the tlb until they dismiss the dialog.

Mike

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