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Subject: Re: WIDGET\_MESSAGE question  
Posted by [mallors](#) on Tue, 07 Apr 1998 07:00:00 GMT  
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In article <352A475E.41C67EA6@ll.mit.edu>,  
Dan Peduzzi <peduzzi@ll.mit.edu> writes:  
> I would like to center a dialog on the display using  
>  
> result = WIDGET\_MESSAGE('error message',/ERROR)  
>  
> The manuals indicate that I can specify a "dialog parent" widget  
> over which to position the dialog, but I don't have any other  
> widgets currently realized.  
>  
> Is there a simple way to control the placement of such a  
> dialog, without creating additional "temporary" widgets?  
>  
>

I have a routine to place a widget at a specified  
location -- see place\_menu.pro at

<http://cspar.uah.edu/~mallozzir/idl/idl.html>

I don't know how you can do it with a DIALOG\_MESSAGE,  
though, since you don't have access to the widget id.

-bob

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Robert S. Mallozzi  
<http://cspar.uah.edu/~mallozzir/>

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Subject: Re: WIDGET\_MESSAGE question  
Posted by [davidf](#) on Tue, 07 Apr 1998 07:00:00 GMT  
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Dan Peduzzi (peduzzi@ll.mit.edu) writes:

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This kind of thing is quite simple to write yourself. In my widget programming courses it doesn't take more than a half hour, even with people who have never written a modal dialog widget.

Use the Device command with the Get\_Screen\_Size keyword to get the size of your display. Find out the size of your widget with the Widget\_Info command and the Geometry keyword, then use the offset keywords to position your dialog in the center of the display. Use a pointer to "store" the answer for return after the dialog has been destroyed.

Details can be found in my book or by examining the code available on my web page. See, for example, the GetData program:

`ftp://ftp.dfanning.com/pub/dfanning/outgoing/coyote/getdata. pro`

Cheers,

David

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

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