
Subject: GLOBAL styles

Posted by [Martin Schultz](#) on Fri, 23 Apr 1999 07:00:00 GMT

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Hi again,

here another thought about global options (just occurred to me again after

I answered Tri's recursion question): wouldn't it be nice to have a system variable

that controls the display of messages throughout the session? I believe there are

some people who prefer error messages displayed as dialog boxes, while others prefer a

"unix like" message display in the log window. Currently this involves two different

routines DIALOG_MESSAGE or MESSAGE, and it is up to the programmer to decide how the user

will read what the programmer has to say. What I would have in mind is something like

!MESSAGE_STYLE = 0 ; leave it alone - display message as message and dialog_message

; as widget

!MESSAGE_STYLE = 1 ; always use text mode

!MESSAGE_STYLE = 2 ; always use widgets

A similar thing could be applied to things like file selection etc., but with messages

it really has some significance, because you need to display messages in almost every

program (e.g. on error conditions), and somehow it seems odd to see text based messages

while you are widgeting along (you may even miss them because you minimize your IDLDE)

or vice versa to suddenly have modal dialog boxes pop up in a purely text based

program. Here it can actually prevent smooth operation of large batch jobs because the

program would halt and wait for a mouse click instead of taking some corrective action.

And I think it is a little overkill to have a message_style keyword for each and every routine.

Just a thought ...

Martin.

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