
Subject: Re: Bug: TopMost blocks Prompt dialog
Posted by [mrjt](#) on Fri, 13 Mar 2009 13:09:03 GMT
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luzr wrote on Fri, 31 October 2008 14:21
In the end, I have used this desperate solution:

```
dlg.Open();
Vector<Ctrl*> wins = Ctrl::GetTopWindows();
for(int i = 0; i < wins.GetCount(); i++) {
    TopWindow *w = dynamic_cast<TopWindow*>(wins[i]);
    if(w->GetScreenRect().Intersects(dlg.GetScreenRect()) && w->IsTopMost()) {
        dlg.TopMost();
        break;
    }
}
dlg.Title(title);
return dlg.RunAppModal();
```

Mirek

I've discovered that this doesn't work on X11. For whatever reason TopMost must be set before the window opens. On Win32 however, it only works the other way round

I changed my version to:

```
#ifdef PLATFORM_WIN32
    dlg.Open();
#endif
Vector<Ctrl*> wins = Ctrl::GetTopWindows();
for(int i = 0; i < wins.GetCount(); i++) {
    TopWindow *w = dynamic_cast<TopWindow*>(wins[i]);
    if(w && w->GetScreenRect().Intersects(dlg.GetScreenRect()) && w->IsTopMost()) {
        dlg.TopMost();
        break;
    }
}
#ifdef PLATFORM_X11
    dlg.Open();
#endif
but obviously that's a bit of a horrible bodge.
```
