
Subject: Re: Bug: TopMost blocks Prompt dialog
Posted by [mirek](#) on Fri, 31 Oct 2008 14:21:43 GMT

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mrjt wrote on Fri, 24 October 2008 10:04The problem:

- You have a child window (opened with `TopWindow::Open(this)`) with `TopMost(true, true)` set.
- The parent window opens a Prompt (PromptOK etc)
- If the TopMost child window is in the center of the parent (where the Prompt will appear) then the prompt dialog is invisible, hidden behind the child window.
- Because the prompt is run with `RunAppModal` it is not possible to move the child window to reveal it, effectively locking up the application. You can hit return/escape to clear it but that's not ideal as the user may not even realise a prompt has been opened.

This is only a fatal problem on Windows, as on X11 the WM still allows you to move windows even with an AppModal dialog running.

My fix:

Setting TopMost on the prompt dialog before it's opened seems to fix it.

Test package attached. Tested against the svn version (2008.1 is actually worse since you can't even use return/escape to clear the prompt)

Well, this is one little nast problem...

The problem is that TopMost in Prompt in all cases does not sound too good from user perspective. IMO, user still wants to see some other app else when Prompt appears.

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
