Subject: Adjusting the Z order of a dialog window?
Posted by ptkacz on Sun, 10 Dec 2017 05:01:14 GMT
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Hi Guys,

I've created a dialog class that gets invoked by the main application upon application launch as follows, within the application's constructor:

someDialog.open();
The dialog window's constructor is defined as follows:

```
SomeDialog::SomeDialog() {
    CtrlLayout(*this, "Some Dialog");
    CtrlLayout(SomePanel);
}
```

When the application is launched, the dialog window opens, but is hidden behind the application window.

How does one raise the dialog window above the application window?

Peter

Subject: Re: Adjusting the Z order of a dialog window?
Posted by deep on Sun, 10 Dec 2017 07:24:05 GMT
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You can call "someDialog.open();" this using timercallback from constructor like,

SetTimeCallback (200, THISBACK (your_function), 0);

With positive value it is called once after time delay (first value is time delay in msec.)

This way you allow constructor to finish its tasks and then call Dialog.

Subject: Re: Adjusting the Z order of a dialog window?
Posted by ptkacz on Sun, 24 Dec 2017 06:27:31 GMT
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Thanks deep! That worked!

The next question is, why does that work?

In addition, I attempted to make use of a couple of other methods in order to attempt to modify the Z order of the dialog window, but that didn't work.

Aside from the dialog window ending up in the background, the dialog window named ended listing in the task bar, which was annoying. Making use of the SetTimeCallback, this issue doesn't happen as well.

Again, thanks so much for the suggestion!

Peter

Subject: Re: Adjusting the Z order of a dialog window?
Posted by deep on Mon, 25 Dec 2017 08:08:53 GMT
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Hi Peter,

Basically with this you are allowing constructor to finish its tasks of creating the objects.
Before you start using the objects

Subject: Re: Adjusting the Z order of a dialog window?
Posted by ptkacz on Wed, 17 Oct 2018 02:44:54 GMT
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NonModal windows appear to do the trick!
