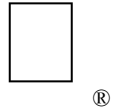


New Technical Notes

Macintosh



Developer Support

Using Modeless Dialogs from Desk Accessories Processes

M.PS.DialogsInDAs

Revised

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When a desk accessory creates a window (including a modeless dialog window) it must set the `windowKind` to its `refnum`—a negative number. When the application calls `GetNextEvent`, the Event Manager calls `SystemEvent`, which checks to see if the event belongs to a desk accessory. `SystemEvent` checks the `windowKind` of the frontmost window, and uses the (negative) number for the `refnum` to make a control call, giving the desk accessory a shot at the event. Then `SystemEvent` returns `TRUE`, and `GetNextEvent` returns `FALSE`.

So, your desk accessory gets an event from `SystemEvent`. Since your window is a modeless dialog, you call `IsDialogEvent`, which mysteriously returns `FALSE`. What is going on?

Like `SystemEvent`, `IsDialogEvent` checks the `windowKind` of windows in the window list, looking for dialog windows. It does this by looking for windows with a `windowKind` of 2. In this case, it finds none, and does nothing.

The solution is to change the `windowkind` of your window to 2 before calling `IsDialogEvent`. This allows the Dialog Manager to recognize and handle the event properly. Before returning to `SystemEvent`, be sure to restore the `windowKind`. That way, when the application calls the Dialog Manager with the same event (the application should pass all events to Dialog Manager if it has any modeless dialogs itself), the Dialog Manager will ignore it.

Further Reference:

- The Toolbox Event Manager
- The Dialog Manager
- The Desk Manager