

Flex Pop-ups, and disabling/enabling the parent application

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I recently needed to create a pop up window in flex, and knew that I wanted to replicate much of the functionality of the 'Alert' method, IE graying out the background.



[View the full application and source here](#)

To start with we import the 'IFlexDisplayObject', and 'PopUpManager' packages. Then we build a function that creates a pop up, using the pop up manager (PopUpManager.createPopUp). Then we use "Application.application.enabled = false;" to disable the canvas.

```
<mx:Script>
    <![CDATA[
        import mx.core.IFlexDisplayObject;
        import mx.managers.PopUpManager;

        [Bindable]
        public var _myPopup:Pwindow;

        private function showPopUp():void
        {
            var p:IFlexDisplayObject = PopUpManager.createPopUp(this,
                _myPopup = Pwindow(p);
        }
    ]>
</mx:Script>
```

```

        PopUpManager.centerPopUp(p);
        Application.application.enabled = false;
    }

    ]]>
</mx:Script>

```

Next we have a canvas, with a button. The button has a click event, that calls the function above.

```

<mx:Canvas x="29.5" y="26" width="241" height="244" backgroundColor="#FCFFD6">
    <mx:Label x="10" y="10" text="Parent window" id="lab"/>
    <mx:Button x="10" y="36" label="Pop Up" click="showPopUp()"/>
</mx:Canvas>

```

Lastly we create a new component, and place a button, and a method to close the pop up (PopUpManager.removePopUp).

The declare the 'core.Application', which allows us to call "Application.application.enabled = true;", this lets us reference the calling application instance, and re-enable the application display.

```

<?xml version="1.0" encoding="utf-8"?>
<mx:Script>
    <![CDATA[
        import mx.managers.PopUpManager;
        import mx.core.Application;

        // Cancel button click event
        private function closeWin():void {
            PopUpManager.removePopUp(this);
            Application.application.enabled = true;
        }

    ]]>
</mx:Script>

```

```
        <mx:Label x="10" y="10" text="Pop Up Window"/>
        <mx:Button x="10" y="36" label="Close pop up" click="closeWin()" />
up window is in focus, &#xa;button closes window,&#xa;and re-activates the &#xa;p:
        </mx:Canvas>
```