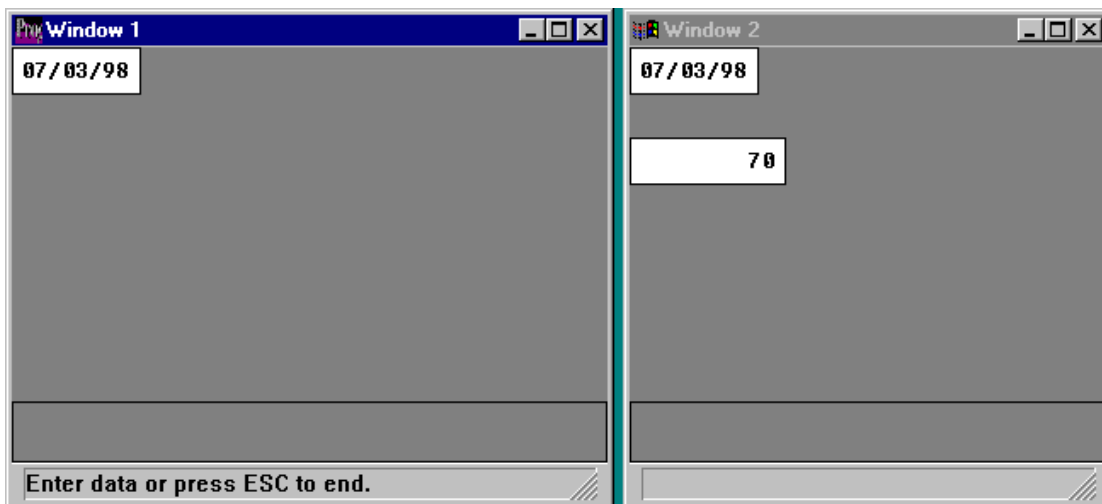
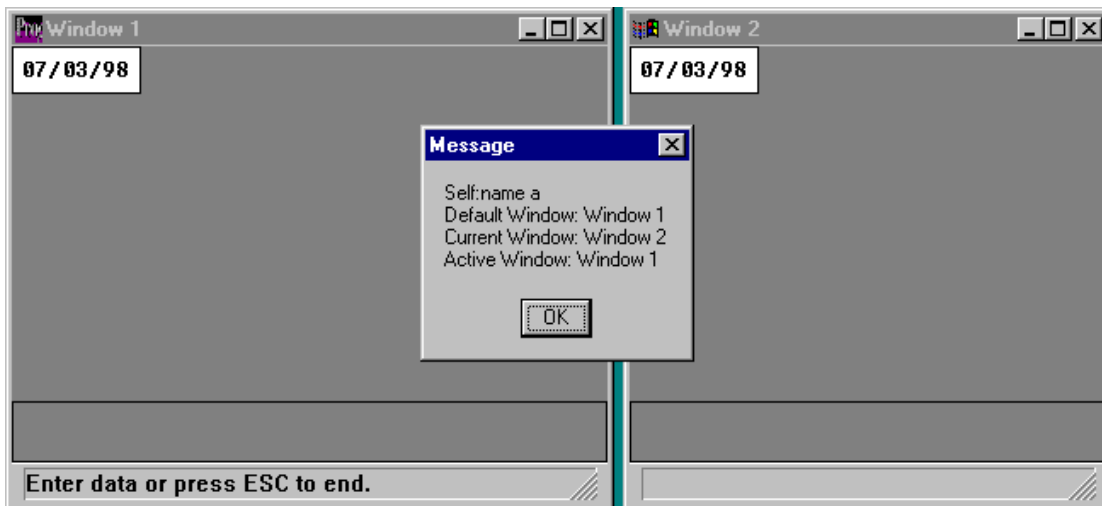
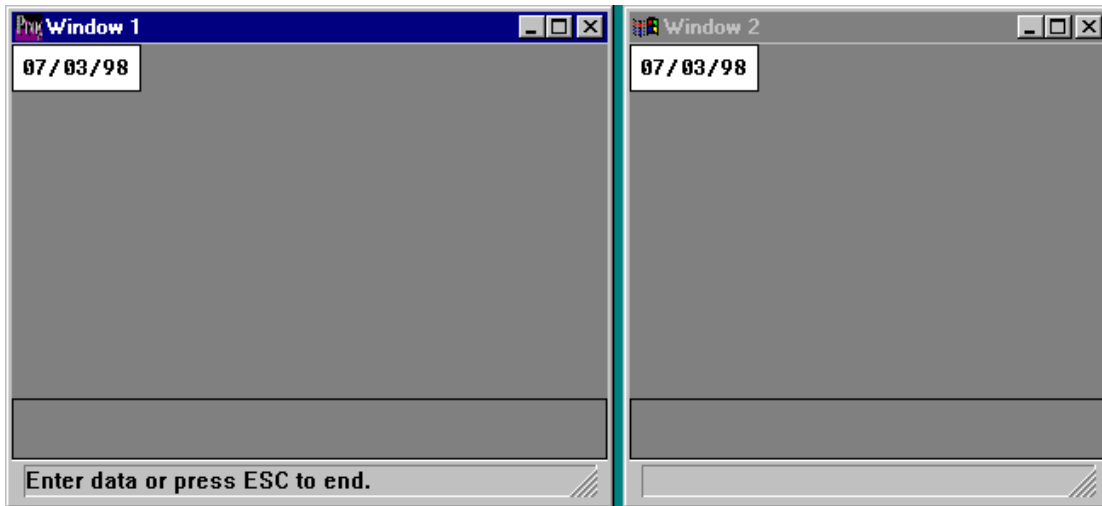


# Dynamic Windows



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# Dynamic Windows

- By default, PROGRESS provides one static window, the default window.
- Use the **DEFAULT-WINDOW** system handle to access this window.
  - ◆ The **DEFAULT-WINDOW** system handle cannot be changed and therefore points to the same window for the entire PROGRESS session.
- Character applications have the default window as the only window.
- In graphical applications, additional windows may be used, however they are all dynamic.
- Initially, the default window is also the current window of the application.
- The **CURRENT-WINDOW** system handle can be assigned to any dynamic windows that are created, as well as the static default window.

```
define var winbar as widget-handle.  
  create window winbar  
    assign attribute = value  
      attribute = value ...  
  
  current-window = winbar.
```

- ◆ For example:
  - By assigning the variable **winbar** to **CURRENT-WINDOW** in the above statement means that the newly created window **winbar** is now the current window.