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Subject: Re: buttons on exclusive base

Posted by [davidf](#) on Wed, 10 Jun 1998 07:00:00 GMT

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Cathy (csaute3@alumni.umbc.edu) writes:

> I have an exclusive base created by WIDGET\_BASE(/EXCLUSIVE).  
> (It can only have button children and only one button can be  
> set at a time.) I use  
>  
> WIDGET\_CONTROL, button, SET\_BUTTON=1  
>  
> to select one button on in my main routine for my default and  
> the rest of the buttons are off.  
>  
> Question: In my event loop, how do determine which button is  
> on? Is there a keyword to WIDGET\_INFO?

The selected button is identified by the ID field of the event structure in your event handler. All the other buttons will be de-selected automatically. If you want other parts of the program to know the currently selected button, you normally put a "currentButton" field in your info structure.

Your button event handler code might look something like this:

```
PRO Button_Events, event
Widget_Control, event.top, Get_UValue=infoPtr
(*infoPtr).currentButton = event.ID
END
```

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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