
Subject: Re: Some more tricky questions.....

Posted by [J.D. Smith](#) on Wed, 20 Jan 1999 08:00:00 GMT

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Phil Aldis wrote:

>
> Hi,
>
> Everything always goes wrong at once doesn't it. Here are some more
> things which I suspect can't be done.....
>
> 1. I'm trying to create a properties box and I thought it would be
> quite nice to have tabs, like windows properties boxes. If you look
> at the Windows display properties box, while I attempt to describe
> what I was thinking of doing then it might possibly make some sense.
> The best way I could think of doing this was to have a group of
> buttons which were by default all pressed but one was always up. Below
> the buttons I would map the relevant bases associated with each button
> or tab and with some careful placing it would look as if the buttons
> were tabs. I would then put tab looking bitmaps on the buttons.
> However I can't see any way of creating the opposite of an exclusive
> base, i.e. all of them are pressed except for one. Is there any way of
> making an exclusive button change its state from within a program.
>

You could easily just use a non-exclusive base populated with buttons with code in the event handler to create this functionality. That is, whenever a button is *un-selected*, set all others to selected via `widget_control,button,/set_button`. If the current (and only) unselected button is selected, simply disregard this event. This creates the negative of an exclusive base.

I think this won't do what you want though, since you will get radio buttons or checkboxes, *not* the normal "text-within-the-button" button, which look more like the tabs of a pane.

You could also of course use 2 bitmaps for each button... a selected and an un-selected bitmap, toggling as necessary. I've always just used a normal exclusive base for this purpose. Usually attempts to expand IDL's widget toolkit by trickery will yield disappointing results.

Good Luck,

JD

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