
Subject: Re: Can't make widgets work

Posted by [Logan Lindquist](#) on Wed, 14 Nov 2001 22:57:44 GMT

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Pavel,

Real nice of you ! :)~P

Basically figure it out yourself and I'm not going to help.

xristos,

Look at Import_image.pro in the /lib/macros folder and the subsequent Dialog_read_image.pro in the /lib folder for further help on how to program widgets.

The code to activate a widget is something like this.

XManager, '[name of program]', [name of base widget], Cleanup= '[name of cleanup procedure]', /No_Block

- Remove the [] and add in the appropriate code for your program

Speaking of which. Anyone have a good idea to activate and deactivate buttons? In VB you can make the object visible but not active. This is kind of what I am trying to do in IDL. Damn user interface. I'll probably just rewrite the GUI in C# or something.

Logan

"Pavel A. Romashkin" <pavel.romashkin@noaa.gov> wrote in message news:3BF150AE.2F3F0E95@noaa.gov...
