
Subject: graphics_level

Posted by [gri](#) on Thu, 13 May 2004 09:02:41 GMT

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Hi,

Does anyone know how to change the graphics_level setting of a widget_draw window by pressing a widget_button in a widget event.

I have a widget interface with a widget_draw window which is set to graphics_level=2. When I press a widget_button in the event handler an object graphics plot is drawn in the draw window. But I want to be able to press another widget_button in the event_handler and have a direct graphics plot drawn in the widget_draw window.

The two plots will never be drawn together, so I would like to be able to change the graphics_level setting when a widget_button is pressed.

Any help and ideas would be gratefully received.

Thankyou in advance.

Gethyn Lewis
