
Subject: Re: Keeping Button Pressed In?

Posted by [David Fanning](#) on Tue, 30 Aug 2005 00:00:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mark Hadfield writes:

- > Silly me. The buttons in question are just ordinary button widgets on an
- > exclusive base. (See the EXCLUSIVE keyword to the WIDGET_BASE function.)
- >
- > The original poster said
- >
- > Basically, I want one button to stay pressed down, signifying
- > the "mode" the application is in.
- >
- > If the word "mode" implies a choice between several mutually exclusive
- > choices, then button widgets on an exclusive base fit the bill exactly.

I appreciate the definitions of "seasoned". I think I'm probably "flavored". At least after I get done playing tennis. :-)

Yes, I use these kind of exclusive base buttons all the time. I think of them as "toolbar" buttons" but they could just as easily be "mode" buttons, as long as the mode is exclusive.

The buttons I was referring to that use Draw Widgets are actually buttons I use in non-exclusive situations, where several possible buttons can be selected at any particular time, and I want a "selected" property to appear differently.

I came on the idea by peering closely at those buttons in the exclusive bases and seeing how it was *they* appeared to be selected. It was simply a matter of reversing the button highlights. Or, another example of smoke and mirrors, depending upon your philosophical leanings.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
