
Subject: Re: widget ?

Posted by [David Fanning](#) on Tue, 15 Nov 2005 16:58:55 GMT

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b_efremova@yahoo.com writes:

- > I'm new in using widgets...
- > Can someone tell me if there is a simple way to make certain button to
- > be the only possible action you can take after given event?
- > I imagine that there is a keyword to widget_control that can set for
- > example a droplist (or a base or whatever) so that until an event is
- > generated from it, all other widgets are disabled.
- > Well, I didn't find this keyword. Is it more complicated?
- > I can make the program just to ignore everything before it gets the
- > event from this droplist, but there should be smarter way...

Typically, you make the widgets that *can* generate events sensitive (SENSITIVE=1) and the ones that *can't* generate events at a particular time insensitive (SENSITIVE=0).

Cheers,

David

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