
Subject: widget ?

Posted by b_efremova@yahoo.com on Tue, 15 Nov 2005 16:39:17 GMT

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Hi, There,

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...

Thanks!

Boryana
