
Subject: Re: Using Event Handlers to Change GUI Configuration
Posted by [ChristopherFlorio](#) on Thu, 01 Jun 2006 13:21:57 GMT
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Thanks. I got it to work just fine.

David Fanning wrote:

> ChristopherFlorio@gmail.com writes:

>

>> Does anybody know of a way to change a GUI configuration with an event
>> handler? Say, for instance, I initially have a set of 4 widget buttons
>> on the top level base and if I pressed the first button the other three
>> buttons become sliders. If I push the second button the rest of the
>> buttons are replaced with a widget draw window. So on and so forth.
>> Basically, is there a way for the event handler to change the setup of
>> the GUI window based on the widget events for that GUI window?

>

> Yes, look at the way this is handled in XLOADCT. The
> secret is a bulletin-board base and the mapping and
> unmapping of child bases inside it. :-)

>

> Cheers,

>

> David

> --

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