
Subject: Re: Using Event Handlers to Change GUI Configuration

Posted by [David Fanning](#) on Thu, 01 Jun 2006 12:40:13 GMT

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