
Subject: Using Event Handlers to Change GUI Configuration
Posted by [ChristopherFlorio](#) on Thu, 01 Jun 2006 11:54:30 GMT
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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?
