Subject: Re: HELP making widgets look "busy"
Posted by benell on Fri, 04 Sep 1992 03:48:58 GMT
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In article <87864@netnews.upenn.edu> mark@ginger.biophys.upenn.edu (Mark Elliott) writes:
>
> Does anyone know a good way to imply that an IDL widget is "busy"?
> With other widget toolkits (Motif,...) I used to do things like:
>
> - Change the cursor to an hour-glass
> - Change the background color of the widget
> - Make all the widget items (buttons,...) become insensitive
>
> Can any/all of the above be done with IDL widgets?
>
>
 To change the cursor to another object use the DEVICE procedure
 with the keyword CURSOR_STANDARD = #, where # is the value of what you want
 the cursor to become. The IDL manual, app. E will point to a header
 file that contains the objects that the mouse can become. To make
 the cursor into a watch the following works:

   DEVICE, CURSOR_STANDARD = 150

To return the mouse to a crosshair use:

   DEVICE, /CURSOR_CROSSHAIR

One problem with this is that the mouse only changes when the pointer
is over a draw widget. If your widget does not have a draw widget in
it, you could make the widget insensitive.

To make the widget insensitive, use the SENSITIVE keyword in the call
to WIDGET_CONTROL. ie.

    WIDGET_CONTROL, base, SENSITIVE = 0 ;base is the base id of widget.

Then to make the widget sensitive again use the same call but with
SENSITIVE = 1 (non-zero).

- K