
Subject: Re: Disabling buttons

Posted by [David Fanning](#) on Mon, 20 Aug 2007 12:32:12 GMT

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Tal writes:

- > using the PUSHBUTTON_EVENTS keyword in widget_button.
- > if any of you have other suggestions - please do.

Typically, you disable a button by making it insensitive:

Widget_Control, buttonID, Sensitive=0

Setting SENSITIVE=1 will turn it back on.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
