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Subject: widget, draw and file pickup

Posted by [Jean H.](#) on Thu, 05 Jun 2008 17:35:55 GMT

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Hi all,

I have a little GUI that contains a draw widget and a button to pick up a file to open (and a few other things that we don't care about).

On the draw widget, there are a /MOTION\_EVENTS and a /BUTTON\_EVENTS. When I open the dialog\_pickfile, if I double click on my file and that the dialog\_pickfile box is on top of the draw widget, then the file is properly selected AND a click event is generated... which is annoying.

Is there any Jedi trick that I can do to avoid this?  
... I can't really use a "first click on the draw widget is dismissed" as if the user use the "open" button on the dialog pickfile box, or if the dialog is not on top of the draw widget, the event is not happening.

I have tried to set !MOUSE.BUTTON = 0 after opening my file, alas in the event handler, I use IF event.release EQ 1 THEN bla bla bla, which is different.

Also, the event when I click on the button of my GUI to open the file is clearly a different one than the click on the draw widget...

Any help would be appreciated!  
Jean

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