
Subject: Re: Disable/Desensitize the close button on a widget_base?

Posted by [humanumbrella](#) on Fri, 25 Jul 2008 15:22:06 GMT

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On Jul 25, 11:18 am, humanumbre...@gmail.com wrote:

> On Jul 25, 11:13 am, Vince Hradil <hrad...@yahoo.com> wrote:

>

>> On Jul 25, 10:04 am, humanumbre...@gmail.com wrote:

>

>>> Is this possible in IDL? Anyone ever tried? (:

>

>>> I poked around in the manual but came up empty handed.

>

>>> Basically I have one widget that spawns another one, and I would like

>>> the spawned one not to be able to be closed, because when you close

>>> the main widget it closes the spawned one.

>

>>> Thanks!

>>> --Justin

>

>> Does SENSITIVE=0 work?

>

> It works alright, but it desensitizes the whole window O_O

> I can't move it around or play with it anymore.):

>

> hmm..

>

> Cheers!

> Justin

I found it~

I was looking at the xmtool because I had it running and I noticed that it didn't have minimize/maximize buttons.

So I found its code in the lib/utilities.

There's a parameter: TLB_FRAME_ATTR you can set on your base.

Here's from the help:

TLB_FRAME_ATTR

Set this keyword to one of the values shown in the table below to suppress certain aspects of a top-level base's window frame. This keyword applies only to top-level bases. The settings are merely hints to the window system and may be ignored by some window managers. Valid settings are:

1 Base cannot be resized, minimized, or maximized.

2 Suppress display of system menu.

4 Suppress title bar.

8 Base cannot be closed.

16 Base cannot be moved.

This keyword is set bitwise, so multiple effects can be set by adding values together. For example, to make a base that has no title bar (value 4) and cannot be moved (value 16), set the `TLB_FRAME_ATTR` keyword to 20 (that is, 4+16).

Weee

Cheers!

--Justin
