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

Posted by [humanumbrella](#) on Fri, 25 Jul 2008 15:18:52 GMT

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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
