Subject: Disable/Desensitize the close button on a widget_base?
Posted by humanumbrella on Fri, 25 Jul 2008 15:04:57 GMT
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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