
Subject: Re: Locking graphics in GUI / disable resize, rotate or translate
Posted by chris_torrence@NOSPAM on Thu, 05 Mar 2015 16:56:11 GMT
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On Thursday, March 5, 2015 at 9:43:18 AM UTC-7, Paul Mallas wrote:

> Hello,
>
> I created a fancy GUI for a project and showed my 10 year old son it. He is interesting in
programming and I wanted show off the sorts of things you can make.
>
> Anyway, within about three seconds he can screwed up all the graphics with in the Gui. My
question is, is there a way to lock graphics in a GUI? I am using window_widgets with either a
map() graphic or image () graphics. I still need the user to be able to click on the map so I can get
points from the user clicks, but I don't want the user to be able to zoom, rotate or translate the
graphic.
>
>
> Any idea how to do this?
>
> Best Regards,
> Paul

Hi Paul,

You can use the EVENT_HANDLER keyword on the Window object, then override a bunch of the
methods, and return "0" to skip the default event handling.

Look in the docs under the Widget_Window.

Cheers,
Chris
