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Subject: Re: Locking graphics in GUI / disable resize, rotate or translate

Posted by [Helder Marchetto](#) on Thu, 05 Mar 2015 20:53:54 GMT

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On Thursday, March 5, 2015 at 7:21:05 PM UTC+1, Paul Mallas wrote:

> On Thursday, March 5, 2015 at 11:56:13 AM UTC-5, Chris Torrence wrote:

>> 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

>

> Great - it works just fine. Thanks for pointing it out.

I'll just add this link where I posted a similar question (although my heir where not the cause for this inquiry).

[https://groups.google.com/d/msg/comp.lang.idl-pvwave/JaoG-Ra\\_9Cms/REMp4vvrn2UJ](https://groups.google.com/d/msg/comp.lang.idl-pvwave/JaoG-Ra_9Cms/REMp4vvrn2UJ)

Cheers,

Helder

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