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

Posted by [PMan](#) on Mon, 09 Mar 2015 19:09:05 GMT

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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

Hi Chris,

I have been working creating a class for handling events. Things are moving along slowly but I think I can do all the stuff I need with this. But I have one question - I am trying to override the selectChange method. How do I change the selection of the graphic directly? I can't do graphic.select (or graphic.select, /clear) since this calls the method I am trying to override and I end up with an infinite loop. Does this make any sense?

Thanks,

Paul
