
Subject: Re: Locking graphics in GUI / disable resize, rotate or translate
Posted by chris_torrence@NOSPAM on Mon, 09 Mar 2015 21:40:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Monday, March 9, 2015 at 1:09:07 PM UTC-6, Paul Mallas wrote:

> 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

Would it be possible to have some sort of state variable in your class, like "self.selecting=1"? Then call graphic.Select, and check for this variable within your handler, and then return,1 if that were true (after turning the variable back off).

-Chris
