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

Posted by [PMan](#) on Tue, 10 Mar 2015 14:03:11 GMT

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On Tuesday, March 10, 2015 at 9:42:52 AM UTC-4, Paul Mallas wrote:

> On Monday, March 9, 2015 at 5:40:31 PM UTC-4, Chris Torrence wrote:

>> 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

>

> I tried something similar to this - managing the selection at a higher level (sort of above where IDL considers a graphic selected). But I had no luck. But let me take another look. Thanks.

Part of problem here is that for one 'select' event, my selectChange method gets called twice. Seems to be a bug (I reported this to the support folks) or perhaps some shortfall in my understanding.

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