Subject: keeping a button widget depressed

Posted by Benjamin Hornberger on Thu, 16 Sep 2004 20:46:56 GMT

Hi all,

is there a way of controlling if a regular button widget is depressed or
not? I would like to start a process when I press a button, and keep it
depressed until the process is finished.

The set_button keyword to widget_control seems to work only with buttons
in exclusive or non-exclusive bases.

Thanks,
Benjamin