Subject: Re: Using Event Handlers to Change GUI Configuration
Posted by David Fanning on Thu, 01 Jun 2006 12:40:13 GMT
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ChristopherFlorio@gmail.com writes:

> Does anybody know of a way to change a GUI configuration with an event
> handler? Say, for instance, I initially have a set of 4 widget buttons
> on the top level base and if I pressed the first button the other three
> buttons become sliders. If I push the second button the rest of the
> buttons are replaced with a widget draw window. So on and so forth.
> Basically, is there a way for the event handler to change the setup of
> the GUI window based on the widget events for that GUI window?

Yes, look at the way this is handled in XLOADCT. The
secret is a bulletin-board base and the mapping and
unmapping of child bases inside it. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Using Event Handlers to Change GUI Configuration
Posted by ChristopherFlorio on Thu, 01 Jun 2006 13:21:57 GMT
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Thanks. I got it to work just fine.

David Fanning wrote:
> ChristopherFlorio@gmail.com writes:
>
>> Does anybody know of a way to change a GUI configuration with an event
>> handler? Say, for instance, I initially have a set of 4 widget buttons
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>
> David
> --
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