
Subject: Disabling buttons

Posted by [Tal](#) on Mon, 20 Aug 2007 08:49:04 GMT

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Hi everybody,

I'm trying to disable a regular button in a GUI as long as another non-exclusive button (in the same GUI) is not pressed. cannot find the way to do it.

I realize that the event generated by selecting the non-exclusive button is the key to doing that. but the disabling itself is still a mystery.

Any ideas?

Cheers, Tal

Subject: Re: Disabling buttons

Posted by [Tal](#) on Mon, 20 Aug 2007 10:32:37 GMT

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I think i got it...

using the PUSHBUTTON_EVENTS keyword in widget_button.
if any of you have other suggestions - please do.

cheers

Subject: Re: Disabling buttons

Posted by [David Fanning](#) on Mon, 20 Aug 2007 12:32:12 GMT

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Tal writes:

- > using the PUSHBUTTON_EVENTS keyword in widget_button.
- > if any of you have other suggestions - please do.

Typically, you disable a button by making it insensitive:

Widget_Control, buttonID, Sensitive=0

Setting SENSITIVE=1 will turn it back on.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
