
Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [David Fanning](#) on Mon, 12 May 2008 14:20:11 GMT

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3Rs writes:

> my question is really simple but I dont know if there are any
> solutions for this...
> I want to know how to HIDE a WIDGET_BUTTON and dont hide the widget
> hierarchy ?
>
> Is it possible ?

I don't know. I doubt it is possible in a platform-independent way. I think the best you can reasonably hope for is to make your button insensitive (SENSITIVE=0).

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [natha](#) on Mon, 12 May 2008 14:22:40 GMT

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On May 12, 10:20 am, David Fanning <n...@dfanning.com> wrote:

> 3Rs writes:
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>> solutions for this...
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> David
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> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Ok I will do that !

Thanks

Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [Spon](#) on Mon, 12 May 2008 14:27:23 GMT

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On May 12, 3:10 pm, 3Rs <bernat.puigdomen...@gmail.com> wrote:

> Hi group,
>
> my question is really simple but I dont know if there are any
> solutions for this...
> I want to know how to HIDE a WIDGET_BUTTON and dont hide the widget
> hierarchy ?
>
> Is it possible ?
>
> Thanks
>
> 3rs

Is this what you mean?

WIDGET_CONTROL, ButtonID, SENSITIVE = 0

If you want it **completely** hidden while insensitive, create an 8-bit
bitmap image as your button icon (this may only work on Windows).

Regards,
Chris

Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [natha](#) on Mon, 12 May 2008 14:50:59 GMT

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> Chris wrote:
>
> Is this what you mean?
> WIDGET_CONTROL, ButtonID, SENSITIVE = 0

No. I would hide the button completely but I think is not possible.
The SENSITIVE option is not bad...
Thanks for your suggestion..

3rs

Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [Justus Skorps](#) on Mon, 12 May 2008 16:04:21 GMT

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why don't you use an own widget_base for the widget_button and then
hide/unhide this base?

Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [Spon](#) on Mon, 19 May 2008 14:54:15 GMT

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On May 12, 5:04 pm, Justus Skorps <ju...@gmx.de> wrote:

> why don't you use an own widget_base for the widget_button and then
> hide/unhide this base?

Great idea, Justus, works a treat!

From the helpfiles:

While it is possible to call WIDGET_CONTROL, MAP=0 with the widget ID of any widget, only base widgets can actually be unmapped. If you specify a widget ID that is not from a base widget, IDL searches upward in the widget hierarchy until it finds the closest base widget. The map operation is applied to that base.

So you can actually hide the button itself, and so long as it has its own associated child base that it doesn't share with anything else, by using
WIDGET_CONTROL, Button_ID, MAP = 0

Works for me. Thanks for this great tip!
Chris
