Subject: Re: Disable/Desensitize the close button on a widget_base? Posted by Vince Hradil on Fri, 25 Jul 2008 15:13:41 GMT

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On Jul 25, 10:04 am, humanumbre...@gmail.com wrote:

> Is this possible in IDL? Anyone ever tried? (:

> I poked around in the manual but came up empty handed.

>

- > Basically I have one widget that spawns another one, and I would like
- > the spawned one not to be able to be closed, because when you close
- > the main widget it closes the spawned one.

>

- > Thanks!
- > --Justin

Does SENSITIVE=0 work?

Subject: Re: Disable/Desensitize the close button on a widget_base? Posted by humanumbrella on Fri, 25 Jul 2008 15:18:52 GMT View Forum Message <> Reply to Message

On Jul 25, 11:13 am, Vince Hradil <hrad...@yahoo.com> wrote:

> On Jul 25, 10:04 am, humanumbre...@gmail.com wrote:

> Is this possible in IDL? Anyone ever tried? (:

> I poked around in the manual but came up empty handed.

> Basically I have one widget that spawns another one, and I would like

> the spawned one not to be able to be closed, because when you close

> the main widget it closes the spawned one.

> Thanks!

> --Justin

> Does SENSITIVE=0 work?

It works alright, but it desensitizes the whole window O_O
I can't move it around or play with it anymore.):

hmm..

Cheers! Justin

Subject: Re: Disable/Desensitize the close button on a widget_base? Posted by humanumbrella on Fri, 25 Jul 2008 15:22:06 GMT

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On Jul 25, 11:18 am, humanumbre...@gmail.com wrote:
> On Jul 25, 11:13 am, Vince Hradil <hrad...@yahoo.com> wrote:
>> On Jul 25, 10:04 am, humanumbre...@gmail.com wrote:
>>> Is this possible in IDL? Anyone ever tried? (:
>>> I poked around in the manual but came up empty handed.
>
>>> Basically I have one widget that spawns another one, and I would like
>>> the spawned one not to be able to be closed, because when you close
>>> the main widget it closes the spawned one.
>>> Thanks!
>>> --Justin
>> Does SENSITIVE=0 work?
>
> It works alright, but it desensitizes the whole window O O
> I can't move it around or play with it anymore. ):
>
> hmm...
> Cheers!
> Justin
```

I found it~

I was looking at the xmtool because I had it running and I noticed that it didn't have minimize/maximize buttons. So I found its code in the lib/utilities.

There's a parameter: TLB_FRAME_ATTR you can set on your base.

Here's from the help:

TLB FRAME ATTR

Set this keyword to one of the values shown in the table below to suppress certain aspects of a top-level base's window frame. This keyword applies only to top-level bases. The settings are merely hints to the window system and may be ignored by some window managers. Valid settings are:

1 Base cannot be resized, minimized, or maximized.

2 Suppress display of system menu. 4 Suppress title bar. 8 Base cannot be closed. 16 Base cannot be moved. This keyword is set bitwise, so multiple effects can be set by adding values together. For example, to make a base that has no title bar (value 4) and cannot be moved (value 16), set the TLB_FRAME_ATTR keyword to 20 (that is, 4+16). Weee Cheers! --Justin Subject: Re: Disable/Desensitize the close button on a widget base? Posted by David Fanning on Fri, 25 Jul 2008 15:22:45 GMT View Forum Message <> Reply to Message humanumbrella@gmail.com writes: > It works alright, but it desensitizes the whole window O_O > I can't move it around or play with it anymore.): Well, what did you apply it to? Just apply it to the button in question, and only that button should be desensitized. 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: Disable/Desensitize the close button on a widget_base? Posted by humanumbrella on Fri, 25 Jul 2008 15:25:58 GMT

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On Jul 25, 11:22 am, David Fanning <n...@dfanning.com> wrote:

- > humanumbre...@gmail.com writes:
- >> It works alright, but it desensitizes the whole window O_O
- >> I can't move it around or play with it anymore.):

>

- > Well, what did you apply it to? Just apply it to the
- > button in question, and only that button should be
- > desensitized.

>

> 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.")

Hey David,

I meant the system default red close button on the titlebar of the widget, not a button I had created in the widget. It looks like I found what I needed though.

Thanks!

Cheers,

--Justin

Subject: Re: Disable/Desensitize the close button on a widget_base? Posted by David Fanning on Fri, 25 Jul 2008 15:37:21 GMT

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humanumbrella@gmail.com writes:

- > I meant the system default red close button on the titlebar of the
- > widget, not a button I had created in the widget.
- > It looks like I found what I needed though.

A "red close button" must mean a Macintosh. Does this mean that all the TLB_FRAME_ATTR values work on the Mac?

Cheers,

David

David Fanning, Ph.D. Fanning Software Consulting, Inc. Covote's Guide to IDL Programming: http://www.dfanning.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Disable/Desensitize the close button on a widget base? Posted by Paul Van Delst[1] on Fri, 25 Jul 2008 16:08:24 GMT View Forum Message <> Reply to Message

humanumbrella@gmail.com wrote: > On Jul 25, 11:22 am, David Fanning <n...@dfanning.com> wrote: >> humanumbre...@gmail.com writes: >>> It works alright, but it desensitizes the whole window O_O >>> I can't move it around or play with it anymore.): >> Well, what did you apply it to? Just apply it to the >> button in question, and only that button should be >> desensitized. >> >> Cheers, >> David >> -->> David Fanning, Ph.D. >> Fanning Software Consulting, Inc. >> Covote's Guide to IDL Programming:http://www.dfanning.com/ >> Sepore ma de ni thui. ("Perhaps thou speakest truth.") > > Hey David, > > I meant the system default red close button on the titlebar of the > widget, not a button I had created in the widget. > It looks like I found what I needed though. I think you want the the TLB_FRAME_ATTR keyword to Widget_Base() cheers,

paulv