Subject: ButtonOption has no disabled state? [solved w/ ::Disable()]
Posted by Mindtraveller on Sun, 30 Sep 2007 19:43:58 GMT
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Got ButtonOption control on my layout. Say, it`s called stopButton.
I want to make it disabled (grayed and not responding to user input).

None of this:

```
 stopButton.SetEditable(false);
 stopButton.SetReadOnly();
```

worked.

How to make ButtonOption disabled?

P.S. Looked into sources:

```
void  ButtonOption::LeftDown(Point, dword) {
 push = true;
 Refresh();
}
```

And it seems like there`s no checking for enabled/disabled state.

Subject: Re: ButtonOption has no disabled state?
Posted by mirek on Sun, 30 Sep 2007 19:47:08 GMT
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Mindtraveller wrote on Sun, 30 September 2007 15:43Got ButtonOption control on my layout.
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It does not need to check because disabled widgets do not get events.

stopButton.Disable();

Mirek

Subject: Re: ButtonOption has no disabled state?
Posted by Mindtraveller on Sun, 30 Sep 2007 19:57:38 GMT
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Thanx, it works.
It seems like I looked into read-only state instead of disabling control.

Subject: Re: ButtonOption has no disabled state?
Posted by mirek on Sun, 30 Sep 2007 20:58:54 GMT
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The difference between two is that ReadOnly is still active.

Applies e.g. to EditField - you can still select and copy data from it.

Disable/Enable is much "lower" kind of state, implemented at "CtrlCore" level. Usually, it has to be reflected in Paint only.
