Enabling and Disabling Buttons

When a window is first displayed, all buttons are enabled by default. An Application Button in the range U50-U99 may be disabled or enabled using the ENABLE and DISABLE verbs. A Disabled button is shown greyed out, and cannot be clicked on. Once disabled, the related Function cannot therefore occur.

1.   Statement Construct
The enable or disable a button code:

```
ENABLE [WINDOW window-id] BUTTON nn [TEMPORARY | DEFAULT]

DISABLE [WINDOW window-id] BUTTON nn [TEMPORARY]
```

where *Window-id* identifies the affected window, and *nn* is a numeric literal or a 9(4) computational integer in the range 50-99 inclusive, giving the button's Function number to be enabled or disabled. Window ID may be omitted when the instruction is coded within a Window's Routines-Section.

You may also code:

```
ENABLEV FRAME|PROGRAM frame WINDOW Window BUTTON nn [TEMPORARY | DEFAULT]

DISABLEV FRAME|PROGRAM frame WINDOW Window BUTTON nn [TEMPORARY]
```

Where *frame* is a PIC X(8) character field or literal containing the program or frame name which includes the target window, *window* is a PIC X(4) character field or literal containing the name of the target window, , and *nn* is a numeric literal or a 9(4) computational integer in the range 50-99 inclusive, giving the button's Function number to be enabled or disabled.

2.   The TEMPORARY Clause
The TEMPORARY clause causes the button to be enabled or disabled for the current accept operation only, after which the button returns to it's preceding state. Such a temporary change can only be made within a field's B-Routine, and only persists for the duration of the accept operation for that field When TEMPORARY is omitted, the button's state is altered for as long as the window remains displayed or until a further ENABLE or DISABLE again alters its state.

3.   DEFAULT Clause
The DEFAULT clause, which is valid only for the ENABLE statement, causes the specified button to be enabled and set as the default button. The default button is displayed with a deepened black surround, and is automatically selected when the <ENTER> key is typed by the operator. Note that this feature is not available if the 'LegacyTabCRProcessing' is set in the registry.

4.   Programming Notes
Note that the ENABLE, ENABLEV, DISABLE and DISABLEV verbs can only be used on GX. Calling either verb at any other time will lead to a stop code.

The ENABLEV and DISABLEV verbs are only available in the $COMPILE compiler.

When a button needs to be active only while a specific accept operation is in progress, it is easiest to ENABLE the button using the TEMPORARY clause immediately before the field is accepted using a B- routine.

When coding look up routines, you may consider using a button that is enabled the whole time. This will make the application more functional, and is more consistent with general Windows dialogue. The $VARNAM system variable can be used to identify the current field so you can now return a selected look up value when at the appropriate field (and not at other times). Using the SHOW verb, you can then cause a field to be refreshed.

5. See Also
SHOW verb   Show field in window
HIDE verb   Hide field in window
$VARNAM   Field name