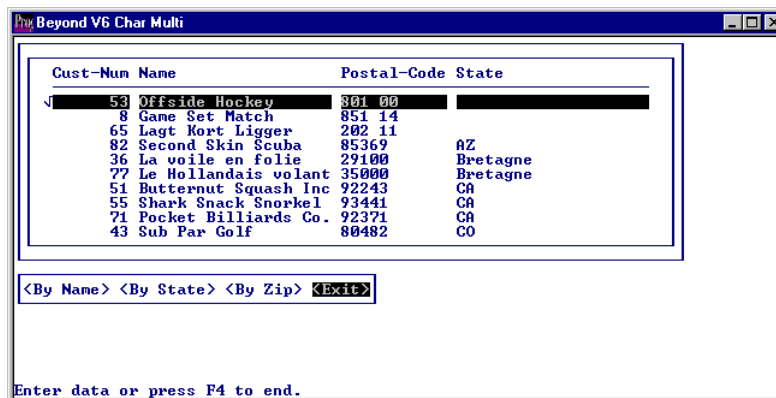
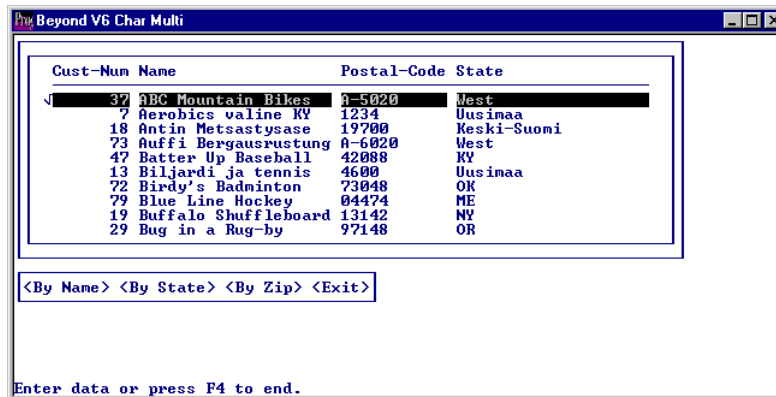
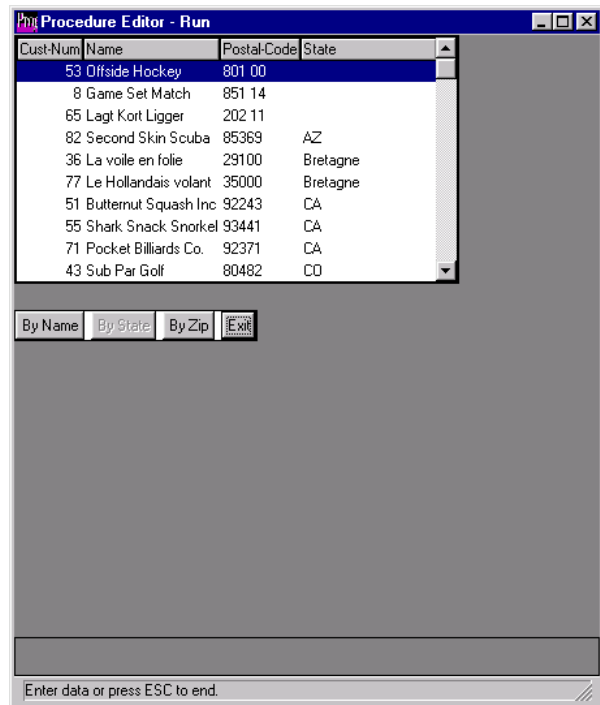
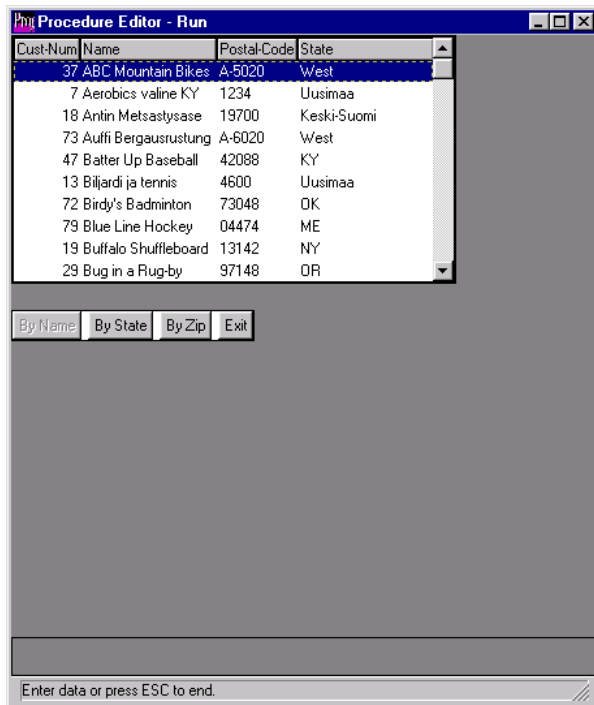


Disabling Widgets



Disabling Widgets

- Use the **DISABLE** statement to disable widgets to prevent users from using them.
 - ◆ Think of **DISABLE** as a switch that turns a widget off for input.
 - ◆ Disabled widgets are still visible, but cannot be interacted with, so their triggers can't fire.
 - ◆ In this example, the button for the sort order currently selected is disabled, since sorting by the current sort order is unnecessary.
- Use the mouse or NEXT-FRAME and PREV-FRAME keyfunctions to switch from one frame to another.
- What field-level widget could be used in place of the By Name, By State, and By Zip buttons?

PROGRESS Syntax

DISABLE statement

```
DISABLE [UNLESS-HIDDEN] {{ALL [EXCEPT field]...}|  
  {{field [WHEN expression]}...}} [frame-phrase]
```