

SODmCPPage::enableButton

```
graph LR; A[SODmCPPage::enableButton] --> B[SODmCPropertyFrame::enable]; B --> B;
```

The diagram illustrates a sequence of operations. On the left, a gray rectangular box contains the text 'SODmCPPage::enableButton'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'SODmCPropertyFrame' on the top line and '::enable' on the bottom line. A curved blue arrow originates from the top of the white box and points back to its top, indicating a self-loop or recursive call.

SODmCPropertyFrame
::enable