
Subject: Re: Beginners question on widgets
Posted by [davidf](#) on Tue, 16 Feb 1999 08:00:00 GMT
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Nigel Wade (nmw@ion.le.ac.uk) writes:

> Christian Haas wrote:

>>

>> I would like to write a larger widget application for medical imaging
>> purposes. Since I have no experience with IDL widgets yet I need to
>> know if there is an easy way of hiding and showing text and draw
>> widgets that all belong to one widget base without destroying and
>> realizing them each time.

>

> It is possible, but only for a widget base. Look at the IDL help for
> WIDGET_CONTROL and the keyword MAP.

>

> Basically, you can call WIDGET_CONTROL, id, MAP=0 for any widget, but
> all widgets in the same base will be unmapped. Just create a new base
> which only contains the widgets you want to be able to map and un-map.

Look at a program like XLOADCT for an example of a program
that maps three different widget hierarchies into the same
physical space, changing them as the buttons along the top
of the program are selected.

If you are just starting to write widget programs try to
get some good examples to learn from. These are not always
found in the IDL distribution. :-)

Cheers,

David

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