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Subject: Re: Beginners question on widgets  
Posted by [Nigel Wade](#) on Tue, 16 Feb 1999 08:00:00 GMT  
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Christian Haas wrote:

>  
> Hi!  
>  
> 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.  
>

[comp.lang.idl removed]

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.

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