
Subject: Re: Beginners question on widgets
Posted by [T Bowers](#) on Tue, 16 Feb 1999 08:00:00 GMT
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> 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.

No problem.

Use the map keyword in the call to the widget creation function
(e.g. widget_base()) and/or the widget_control procedure.
map=0 means don't show it
map=1 means show it.

```
;Create a base, but don't show any widget created off of this base yet.  
baseWidget = widget_base(title=baseWidgetTitle, map=0)
```

```
;Add a draw widget to the base.
```

```
mainDrawWidget= widget_draw(baseWidget, xsize=imageSizeX, ysize=imageSizeY)
```

```
;Realize the widget, but it's still not shown to the user 'cause map still  
set to 0.
```

```
widget_control, baseWidget, /realize
```

```
;OK, show it to 'em by setting map=1
```

```
widget_control, baseWidget, map=1
```

```
;Now go ahead and hand off to xmanager
```

```
xmanager, "mainForm", baseWidget, /no_block
```

Wow, looky here! Now *I'm* posting answers to questions. I must be finally
gettin'
the hang of this stuff.

Good luck
T Bowers
