
Subject: Re: Beginners question on widgets

Posted by [Mark Buckley](#) on Tue, 16 Feb 1999 08:00:00 GMT

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Nigel Wade wrote in message <36C94EDB.FE5CEC92@ion.le.ac.uk>...

> 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.

>>

> 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.

A couple of suggestions:

1/ If you create a base without specifying row or column, you can 'stack'
widgets

on top of each other. As long as you only map one of them at any given
time,

you can make controls specific for the current state of the GUI appear
and

disappear as necessary.

2/ If you use a draw widget, you can look for mouse click events. Using the
same

method as in 1/ you can map your controls when the user clicks on the
draw

widget. Of course, you then need a button to 'diasappear' them again.

cheers,

Mark
