Subject: Re: INVISIBLE WIDGETS
Posted by tai on Thu, 14 Jul 1994 11:53:00 GMT

Victor Shvetsky (vshvetsk@fourier.oac.uci.edu) wrote:
: Has anyone played with MAP=0? What I am trying to do is the following:
: I have a blank space wheere depending on the button pressed different widget
: pops up. Obviously, I cannot redefine the widget after I REALOIZED the main widget, so how do
I make them pop up at the SAME place? it seems like if I use:
: widget_control, map=0, etc.... for the widget
: and when I define the widget I use map=0, it still takes some space.......
: Do I have to use coordinates, or is there a better way of making many widgets pop
: up at the same space?/

This doesn't answer your question, but have you considered having all
of your widgets in the same window, then sensitizing/desensitizing
them as needed? Another alternative is to destroy the base, then
create a new one; of course, this only works if the base is at the end
of the hierarchy.

Alan