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Subject: Re: INVISIBLE WIDGETS

Posted by [steinhh](#) on Thu, 14 Jul 1994 11:54:07 GMT

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In article <302br5\$s81@news.service.uci.edu>, vshvetsk@fourier.oac.uci.edu (Victor Shvetsky) writes:

|> 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?/  
|> Thanks  
|> Victor  
|>  
|>

I've done this on one occasion - the trick is to use a "non-organized" base (i.e., without the /COLUMN or /ROW keyword) as the "container" for all the bases that should pop up at the same place.

For example:

```
top = widget_base(/row)
```

```
container = widget_base(top)
```

```
popup1 = widget_base(container,/row,map=0) ; (or /column)  
; Declare everything inside popup1
```

```
popup2 = widget_base(container,/row,map=0)  
; etcetera
```

```
; etcetera
```

```
widget_control,top,/realize
```

Stein Vidar Haugan

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