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?/
- l> Thanks

For example:

- l> 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.

```
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
```

Stein Vidar Haugan

widget control,top,/realize