
Subject: Re: dynamically change the layout of widget
Posted by [Antonio Santiago](#) on Wed, 17 Mar 2004 17:21:45 GMT
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You can create an structure with de ID of the widget you want to create
a child widget inside it (and all the data you need), then you can
assing to UVALE of WIDGET_BUTTON this structure.

In pro_A you caught the struct event {id, top, ...} of the button. You
extract the UVALUE of button (the structure with the ID of widget you
want) (WIDGET_CONTROL, GET_UVALUE=your_struct)

new = WIDGET_BASE(your_struct.id, ...)

new is a new child widget_base of the widget you want.

Bye.

PD: I hope understand your question right, if not sorry :)

Tianle Yuan wrote:

> Hi,there
>
> Here's my question: I have set up a widget base and layout. There's a
>
> button,But_A, in that widget base. For it,I creat a event handler, pro_A.
>
> What I'm wishing to do is when I click the button and the event handler is
>
> called, I will create another widget in the widget base I set up before.
>
> How can I realize it ,or is it possible?
>
> Thanks a lot.
>
