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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.  
>
```