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Subject: Re: dynamically change the layout of widget  
Posted by [andrew.cool](#) on Thu, 18 Mar 2004 00:39:37 GMT  
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Tianle Yuan <[tianle@rac3.wam.umd.edu](mailto:tianle@rac3.wam.umd.edu)> wrote in message  
news:<c39u52\$spn\$1@grapevine.wam.umd.edu>...

- > 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.

Depending on exactly what it is that you're trying to do, it might be easier to simply create the "other widget" in your main code, but not map it to the screen, by setting MAP=0. Then when you click But\_A, you do a widget\_control, other\_widget\_id,MAP=1. How you carry around the widget id for the other\_widget, well there's all sorts of ways ranging from the sinful to the cursed, to the beatified. But pick one that works for you.

Perhaps what you really want to do is have the other widget visible all the time, but de-sensitised until you hit But\_A? In which case you want something like Widget\_Control,other\_widget\_id,Sensitive=1

Andrew  
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