
Subject: Widget_base woes

Posted by [Richard French](#) on Thu, 24 Nov 2005 06:50:08 GMT

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I'm going crazy trying to lay out a bunch of widgets. The problem is that I am having trouble getting the widget_base() commands done in such a way that the widgets appear where I want. I think part of my problem is in trying to sort out what the row and column keywords really mean.

Here is roughly what I want:

2 512x512 draw widgets across the top (the second with scroll bars), followed by a third tall, skinny draw widget with scroll bars that will be the full extent of the entire widget frame.

Below the left draw widgets, I want four cw_fsliders.

Below that, I want two columns of four widget sliders.

To the right of that, I want a set of buttons.

I get pretty much everything working EXCEPT that I can't seem to figure out how to have the long, skinny vertical draw widget to the right of everything else.

I'm not asking someone to do the design for me, but I would appreciate some hints on how to set up the successive hierarchy of widget_base calls so that I can deterministically figure out where the widgets will go, instead of blindly setting column=2 or row=1 and hoping for the best.

Thanks for any insight you can provide into this. I can't use the GUI builder since it exists only on Windows now.

Dick French
