Subject: Re: How do I build 2 widgets on the same place?
Posted by aleks.franca@gmail.co on Thu, 28 Jun 2007 10:30:10 GMT
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On 27 jun, 15:57, "mgal...@gmail.com" <mgal...@gmail.com> wrote:
> On Jun 27, 12:41 pm, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com>
> wrote:
>
>> Hello.
>> My GUI application needs 2 widgets on the same spot, so that an event
>> can make one of them disappear and shows the other on the same place.
>> I know how to make them disappear using the keyword MAP. But I can`t
>> bring buttons to its place while its off.
>> Did I make it clear?
>
>> Thank you
>
> The "normal" trick to use in this situation is to make a base in the
> location of the two interchanging widgets that is a "bulletin board"
> base (i.e. without ROW, COLUMN, or GRID_LAYOUT). Then add both widgets
> as children of this base using MAP to turn them on/off. When you add
> widgets to a bulletin board base you can specify a location with
> XOFFSET and YOFFSET, but usually you just want the default (0,0)
> location.
>
> Mike
> --www.michaelgalloy.com

Your trick really helped me.
Thank you