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Subject: Widget Definition from the Event Handler?

Posted by [2d](#) on Thu, 13 Sep 2007 14:32:45 GMT

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As i understand it, in a widget program the control goes initially to the Widget Definition Module and then through the xmanager to the Event Handler. However, how does IDL cope when it becomes necessary in the Event Handler part of the program to redefine a widget, say for example, when a table widget requires more elements? Is it possible through an Event Handler to redefine the dimension of a table widget, or must all widgets be defined absolutely in the initial Widget Definition Module?

Any help gratefully received.

Thank you

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