
Subject: Re: Widget Definition from the Event Handler?

Posted by [2d](#) on Fri, 19 Oct 2007 13:26:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Many thanks for that, i've now successfully added rows to my widget_table using insert_rows in the widget_control routine. I would now like to extend the widget_table in both directions, that is, extend the number of rows and the number of columns.

As i understand from the IDL help, a widget_table normally has a /row_major default set, in which case you can extend the number of rows, but not the number of columns, as this would require a change in the structure. By the same token, if you manually set /column_major in widget_table call, you can increase the number of columns, but not the number of rows. Might there be a smart way of effectively extending both the rows and columns of a table?

As there must be so many requirements to effectively increase both dimensions of a table, i cant help thinking there must be a work around for this problem. A possible idea might be to create some kind of widget or possibly a table effectively as row_major, then in the right most column of each element create a column_major table. This would effectively do what i need to, effectively increasing both dimensions of a table.

Could anyone offer any solutions?

Any help would be much appreciated, thank you.
