
Subject: Widget Tables Sizes Variable in Two Dimensions

Posted by [2d](#) on Sat, 20 Oct 2007 07:33:36 GMT

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Once a two dimension widget table has been created by the widget definition module i need to be able to vary both dimensions of this table using the widget handler modules.

However, 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 data structure. Similarly, if you manually set column major in widget table call, you can increase the number of columns, but not the number of rows.

Would there be any tricks in IDL where i can effectively interactively through widget definition modules extend a table dimension in both row and column dimensions? This might involve using something in addition to widget tables, but i effectively need to increase sizes in both dimensions to cope with a variable range of user inputs.

Could anyone offer any solutions?

Any help would be much appreciated, many thanks.
