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Subject: Re: Widget Tables Sizes Variable in Two Dimensions

Posted by [2d](#) on Thu, 25 Oct 2007 19:31:00 GMT

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I dont know if this would work, but one idea might be to create a row major widget table, then in the widget handler module, when the user changes the number of rows, to say n, create a second widget table. This second table would have n rows and say m columns, but would be defined as column major, and as such, could have a variable number of columns.

If i could do this, then i'd effectively have the flexibility to increase the table size in both dimensions (n and m), which would effectively solve the problem. However, i don't know if you can do this as you need to call a widget definition module from a widget handler module. Anyone have any clues to this.

many thanks.

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