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Subject: Re: MAP keyword

Posted by [David Fanning](#) on Thu, 08 Nov 2007 22:15:44 GMT

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natha writes:

```
> My widget_base is initialized with MAP=0:
>
> self.ToolTipsBase=WIDGET_BASE(buttonsBase, FRAME=1, /ROW,
> SCR_YSIZE=35, /BASE_ALIGN_CENTER, MAP=0)
>
> In the interface, when a new file is opened I change this state via
> WIDGET_CONTROL:
>
> WIDGET_CONTROL, self.VPRToolTipsBase, MAP=1
```

Well, I'm confused. Is this the same widget as you created above!?

```
> In this moment I dont have any problems.
> But then if I want to add a new WIDGET_TAB in the top level widget,
> self.ToolTipsBase is resized automaticly.
```

Resized to what? What would you want it to do? I'm not sure it is a good idea to add another TAB widget after the program has been realized. I can see how this could cause confusion. But I don't see what this has to do with your unmapped base, either. Is it in the unmapped base that you are creating the tab widget?

Sorry, I just find the whole discussion confusing. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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