
Subject: Re: How to HIDE a WIDGET_BUTTON and dont hide the widget hierarchy ?

Posted by [Spon](#) on Mon, 19 May 2008 14:54:15 GMT

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On May 12, 5:04 pm, Justus Skorps <ju...@gmx.de> wrote:

> why don't you use an own widget_base for the widget_button and then
> hide/unhide this base?

Great idea, Justus, works a treat!

From the helpfiles:

While it is possible to call WIDGET_CONTROL, MAP=0 with the widget ID of any widget, only base widgets can actually be unmapped. If you specify a widget ID that is not from a base widget, IDL searches upward in the widget hierarchy until it finds the closest base widget. The map operation is applied to that base.

So you can actually hide the button itself, and so long as it has its own associated child base that it doesn't share with anything else, by using

WIDGET_CONTROL, Button_ID, MAP = 0

Works for me. Thanks for this great tip!

Chris
