
Subject: Re: creating a widget inside an existing widget

Posted by [andersld](#) on Fri, 10 Jul 2009 12:38:14 GMT

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I wanted to do something like this a while ago and came up with a solution that may work for you. In the event handler, somehow get the widget base ID of the base you'd like to add to, BaseID. Within the event handler, do this:

1) Widget_Control, BaseID, Update = 0 ; makes things less jumpy

2) Create new widget base with all the buttons you want, and with the parent BaseID

e.g.

subBase = Widget_Base(BaseID, column....)

buttonID = Widget_Button(subBase....)

3) Widget_Control, BaseID, Update = 1

If you are *replacing* one base with another, you'll need to destroy the old base:

1.5) Widget_Control, subBase, /Destroy

Is this what you wanted?

-Loren
