Subject: Re: creating a widget inside an existing widget
Posted by b.a on Fri, 10 Jul 2009 05:18:37 GMT
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On Jul 10, 2:31 pm, David Fanning <n...@dfanning.com> wrote:
> b.a writes:
>> I am tying to add some code to my event handler program so that for
>> example each time "button1" is selected, a new widget-base inluding
>> some buttons and text is added to my existing widget. Can anybody
>> please help me how to do that? Is this at all possible?
>
>> In this way, each time "button1" is clicked and the new part is added
>> to the existing widget, it becomes bigger. Same as when we add a new
>> row to the bottom of a table; but this row has some buttons and text
>> inside it.
>
> You might get away with something like this on Windows,
> but I seriously doubt you will get away with it in UNIX.
> Typically, if you want to add widgets after you have
> realized the widget hierarchy, you must destroy and
> recreate the hierarchy. (There are keywords and techniques
> you can use to recreate it in the same location as the old
> hierarchy, etc., but basically, you have to rebuild it.)
>
> I'm only about 80% sure of this answer. Changes in the
> way widget events are handled, etc., may have changed things.
> Let's just say, I would be surprised if you got this to work.
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks for your reply David.
Actually I am writing the program using IDL workbench. The only way
that I can think of is to have some widgets on my top level base which
are initially sensetive =0, and then I might be able to make them
sensetive=1 in case of the event. I may try it!!

Cheers
b.a