Subject: Re: creating a widget inside an existing widget
Posted by David Fanning on Fri, 10 Jul 2009 04:31:10 GMT
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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

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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.")