
Subject: Re: creating a widget inside an existing widget
Posted by [boshra afra](#) on Sun, 12 Jul 2009 23:51:28 GMT
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On Jul 10, 10:38 pm, Loren <ander...@bu.edu> wrote:

> 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

Hi Loren,

Thanks for your advice. I got it to work :)

Cheers
