
Subject: Re: unmap tab widgets?

Posted by [David Fanning](#) on Wed, 15 Jul 2009 12:24:10 GMT

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Marshall Perrin writes:

- > I've got an application which offers the user a large set of options
- > presented in about half a dozen tabs. Depending on the overall program
- > mode, one or more of these tabs may be inapplicable, so I would like
- > to unmap them to hide the irrelevant options.
- >
- > Yet the usual "widget_control, wid, map=0" command doesn't seem to
- > do anything for base widgets which are part of a tab set! Is this a
- > known limitation/bug? Is there any work around, short of constantly
- > destroying and recreating the entire tab set?

You can only map/unmap top-level base widgets.

One alternative to destroying/recreating is to make that tab insensitive so that it can't be used for anything. Of course, that may not be what you want.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
