Subject: Re: How to pick columns in a base widget? Posted by David Fanning on Thu, 15 Aug 2002 16:27:22 GMT

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Luciano (lucianor@sinectis.com.ar) writes:

- > I have a base widget with a 3 column structure:
- > tlb = WIDGET\_BASE(column=3)

>

- > is there an easy way to choose in which of the 3 columns the child
- > widgets will appear? I don't want IDL to pick, I want to do it myself!
- > For example, how do I put a button widget in the column of the middle?

Put three column=1 bases in your top-level base.

Then, add your button to the second of the column bases. :-)

Cheers.

David

--

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

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Subject: Re: How to pick columns in a base widget?
Posted by Don J Lindler on Thu, 15 Aug 2002 18:15:03 GMT
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"Luciano" < lucianor@sinectis.com.ar> wrote in message news:902633c3.0208150817.37f97e91@posting.google.com...

- > Hello,
- >
- > I have a base widget with a 3 column structure:
- > tlb = WIDGET\_BASE(column=3)

>

- > is there an easy way to choose in which of the 3 columns the child
- > widgets will appear? I don't want IDL to pick, I want to do it myself!
- > For example, how do I put a button widget in the column of the middle?
- > Thanks in adayance.

>

> Luciano.

I think you want to use something like this:

```
tlb = widget_base(/row)
base1 = widget_base(tlb,/column)
                                     ;first column
base2 = widget_base(tlb,/column)
                                     ;second column
base3 = widget_base(tlb,/column)
                                     ;third column
```

Now add buttons, etc. to base1, base2, or base3 to put them into the columns you want.

The top level base is a row of columns.

Don