
Subject: Re: INVISIBLE WIDGETS

Posted by [tai](#) on Thu, 14 Jul 1994 11:53:00 GMT

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Victor Shvetsky (vshvetsk@fourier.oac.uci.edu) wrote:

: Has anyone played with MAP=0? What I am trying to do is the following:
: I have a blank space wheere depending on the button pressed different widget
: pops up. Obviously, I cannot redefine the widget after I REALOIZED the main widget, so how do
: I make them pop up at the SAME place? it seems like if I use:
: widget_control, map=0, etc.... for the widget
: and when I define the widget I use map=0, it still takes some space.....
: Do I have to use coordinates, or is there a better way of making many widgets pop
: up at the same space?/

This doesn't answer your question, but have you considered having all
of your widgets in the same window, then sensitizing/desensitizing
them as needed? Another alternative is to destroy the base, then
create a new one; of course, this only works if the base is at the end
of the hierarchy.

Alan

Subject: Re: INVISIBLE WIDGETS

Posted by [steinhh](#) on Thu, 14 Jul 1994 11:54:07 GMT

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In article <302br5\$s81@news.service.uci.edu>, vshvetsk@fourier.oac.uci.edu (Victor Shvetsky)
writes:

|> Has anyone played with MAP=0? What I am trying to do is the following:
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|> up at the same space?/
|> Thanks
|> Victor
|>
|>

I've done this on one occasion - the trick is to use a "non-organized"
base (i.e., without the /COLUMN or /ROW keyword) as the "container" for
all the bases that should pop up at the same place.

For example:

```
top = widget_base(/row)
```

```
container = widget_base(top)
```

```
popup1 = widget_base(container,/row,map=0) ; (or /column)  
; Declare everything inside popup1
```

```
popup2 = widget_base(container,/row,map=0)  
; etcetera
```

```
; etcetera
```

```
widget_control,top,/realize
```

Stein Vidar Haugan
