
Subject: INVISIBLE WIDGETS

Posted by [vshvetsk](#) on Thu, 14 Jul 1994 03:36:05 GMT

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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?/

Thanks

Victor
