
Subject: dynamically change the layout of widget
Posted by [Tianle Yuan](#) on Wed, 17 Mar 2004 16:25:06 GMT
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Hi,there

Here's my question: I have set up a widget base and layout. There's a button,But_A, in that widget base. For it,I creat a event handler, pro_A.

What I'm wishing to do is when I click the button and the event handler is called, I will create another widget in the widget base I set up before.

How can I realize it ,or is it possible?

Thanks a lot.

Subject: Re: dynamically change the layout of widget
Posted by [andrew.cool](#) on Thu, 18 Mar 2004 00:39:37 GMT
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Tianle Yuan <tianle@rac3.wam.umd.edu> wrote in message
news:<c39u52\$spn\$1@grapevine.wam.umd.edu>...

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Depending on exactly what it is that you're trying to do, it might be easier to simply create the "other widget" in your main code, but not map it to the screen, by setting MAP=0. Then when you click But_A, you do a widget_control, other_widget_id,MAP=1. How you carry around the widget id for the other_widget, well there's all sorts of ways ranging from the sinful to the cursed, to the beatified. But pick one that works for you.

Perhaps what you really want to do is have the other widget visible all the time, but de-sensitised until you hit But_A? In which case you want

something like Widget_Control,other_widget_id,Sensitive=1

Andrew
DSTO, Adelaide, South Australia

Subject: Re: dynamically change the layout of widget
Posted by [robert.dimeo](#) on Thu, 18 Mar 2004 13:24:50 GMT
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Try this...

```
.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
pro ev_handler,event
  uname = widget_info(event.id,/uname)
  case uname of
    'button_1': $
      begin
        but_b = widget_button(event.top, $
          value = 'Now Press Me', $
          uname = 'button_2')
      end
    'button_2': $
      begin
        widget_control,event.id,/destroy
      end
    'quit': widget_control,event.top,/destroy
  else:
  endcase
end
.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
pro dynamic_widget
  tlb = widget_base(/col,/tlb_frame_attr)
  but_a = widget_button(tlb,value = 'Press Me', $
    uname = 'button_1')
  quit_button = widget_button(tlb,value = 'Quit', $
    uname = 'quit')
  widget_control,tlb,/realize
  xmanager,'dynamic_widget',tlb,/no_block, $
    event_handler = 'ev_handler'
end
.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
```

Hope this helps,

Rob

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