
Subject: Re: How do I build 2 widgets on the same place?

Posted by [Michael Galloy](#) on Wed, 27 Jun 2007 18:57:26 GMT

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On Jun 27, 12:41 pm, "aleks.fra...@gmail.com" <aleks.fra...@gmail.com> wrote:

- > Hello.
- > My GUI application needs 2 widgets on the same spot, so that an event
- > can make one of them disappear and shows the other on the same place.
- > I know how to make them disappear using the keyword MAP. But I can't
- > bring buttons to its place while its off.
- > Did I make it clear?
- >
- > Thank you

The "normal" trick to use in this situation is to make a base in the location of the two interchanging widgets that is a "bulletin board" base (i.e. without ROW, COLUMN, or GRID_LAYOUT). Then add both widgets as children of this base using MAP to turn them on/off. When you add widgets to a bulletin board base you can specify a location with XOFFSET and YOFFSET, but usually you just want the default (0,0) location.

Mike

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www.michaelgalloy.com

Subject: Re: How do I build 2 widgets on the same place?

Posted by [aleks.franca@gmail.co](mailto:aleks.franca@gmail.com) on Thu, 28 Jun 2007 10:30:10 GMT

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On 27 jun, 15:57, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

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- > wrote:
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> XOFFSET and YOFFSET, but usually you just want the default (0,0)
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>
> Mike
> --www.michaelgalloy.com

Your trick really helped me.
Thank you
