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Subject: Re: Widget Definition from the Event Handler?

Posted by [Mike\[2\]](#) on Thu, 13 Sep 2007 14:56:44 GMT

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On Sep 13, 10:32 am, 2...@onetel.com wrote:

- > Is it possible through an Event Handler to redefine the
- > dimension of a table widget, [...] ?

Yes - it is possible by calling widget\_control and widget\_info from your event handler codes.

Mike

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Subject: Re: Widget Definition from the Event Handler?

Posted by [David Fanning](#) on Thu, 13 Sep 2007 15:39:00 GMT

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2d@onetel.com writes:

- > As I understand it, in a widget program the control goes initially to
- > the Widget Definition Module and then through the xmanager to the
- > Event Handler. However, how does IDL cope when it becomes necessary in
- > the Event Handler part of the program to redefine a widget, say for
- > example, when a table widget requires more elements? Is it possible
- > through an Event Handler to redefine the dimension of a table widget,
- > or must all widgets be defined absolutely in the initial Widget
- > Definition Module?

Well, sort of. I'm not sure control "goes" anywhere.

Widgets appear on the display, and if events "occur"

in those widgets, IDL dispatches them to the proper event handler. (XManager often doesn't even have to be involved.)

But it is true that you can create or modify widgets in any IDL procedure or function that you like, including in event handlers. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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Subject: Re: Widget Definition from the Event Handler?

Posted by [2d](#) on Fri, 19 Oct 2007 13:26:09 GMT

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Many thanks for that, i've now successfully added rows to my widget\_table using insert\_rows in the widget\_control routine. I would now like to extend the widget\_table in both directions, that is, extend the number of rows and the number of columns.

As i understand from the IDL help, a widget\_table normally has a /row\_major default set, in which case you can extend the number of rows, but not the number of columns, as this would require a change in the structure. By the same token, if you manually set /column\_major in widget\_table call, you can increase the number of columns, but not the number of rows. Might there be a smart way of effectively extending both the rows and columns of a table?

As there must be so many requirements to effectively increase both dimensions of a table, i cant help thinking there must be a work around for this problem. A possible idea might be to create some kind of widget or possibly a table effectively as row\_major, then in the right most column of each element create a column\_major table. This would effectively do what i need to, effectively increasing both dimensions of a table.

Could anyone offer any solutions?

Any help would be much appreciated, thank you.

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