
Subject: Widget Tables Sizes Variable in Two Dimensions

Posted by [2d](#) on Sat, 20 Oct 2007 07:33:36 GMT

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Once a two dimension widget table has been created by the widget definition module i need to be able to vary both dimensions of this table using the widget handler modules.

However, 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 data structure. Similarly, if you manually set column major in widget table call, you can increase the number of columns, but not the number of rows.

Would there be any tricks in IDL where i can effectively interactively through widget definition modules extend a table dimension in both row and column dimensions? This might involve using something in addition to widget tables, but i effectively need to increase sizes in both dimensions to cope with a variable range of user inputs.

Could anyone offer any solutions?

Any help would be much appreciated, many thanks.

Subject: Re: Widget Tables Sizes Variable in Two Dimensions

Posted by [2d](#) on Thu, 25 Oct 2007 19:31:00 GMT

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I dont knoww if this would work, but one idea might be to create a row major widget table, then in the widget handler module, when the user changes the number of rows, to say n, create a second widget table. This second table would have n rows and say m columns, but would be defined as column major, and as such, could have a variable number of columns.

If i could do this, then i'd effectively have the flexibility to increase the table size in both dimensions (n and m), which would effectively solve the problem. However, i don't know if you can do this as you need to call a widget definition module from a widget handler module. Anyone have any clues to this.

many thanks.

Subject: Re: Widget Tables Sizes Variable in Two Dimensions
Posted by [David Fanning](#) on Thu, 25 Oct 2007 19:35:21 GMT
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2d@onetel.com writes:

- > However, i don't know if you can do
- > this as you need to call a widget definition module from a widget
- > handler module. Anyone have any clues to this.

I'd do it the same way I would do it anywhere else.
Event handlers have no privledged position in the
Universe. :-)

Cheers,

David

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