
Subject: Re: creating a widget inside an existing widget
Posted by [David Fanning](#) on Fri, 10 Jul 2009 04:31:10 GMT
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b.a writes:

> I am tying to add some code to my event handler program so that for
> example each time "button1" is selected, a new widget-base including
> some buttons and text is added to my existing widget. Can anybody
> please help me how to do that? Is this at all possible?
>
> In this way, each time "button1" is clicked and the new part is added
> to the existing widget, it becomes bigger. Same as when we add a new
> row to the bottom of a table; but this row has some buttons and text
> inside it.

You might get away with something like this on Windows,
but I seriously doubt you will get away with it in UNIX.
Typically, if you want to add widgets after you have
realized the widget hierarchy, you must destroy and
recreate the hierarchy. (There are keywords and techniques
you can use to recreate it in the same location as the old
hierarchy, etc., but basically, you have to rebuild it.)

I'm only about 80% sure of this answer. Changes in the
way widget events are handled, etc., may have changed things.
Let's just say, I would be surprised if you got this to work.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: creating a widget inside an existing widget
Posted by [b.a](#) on Fri, 10 Jul 2009 05:18:37 GMT
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On Jul 10, 2:31 pm, David Fanning <n...@dfanning.com> wrote:

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Thanks for your reply David.

Actually I am writing the program using IDL workbench. The only way that I can think of is to have some widgets on my top level base which are initially sensitive =0, and then I might be able to make them sensitive=1 in case of the event. I may try it!!

Cheers
b.a

Subject: Re: creating a widget inside an existing widget
Posted by [andersld](#) on Fri, 10 Jul 2009 12:38:14 GMT
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I wanted to do something like this a while ago and came up with a solution that may work for you. In the event handler, somehow get the widget base ID of the base you'd like to add to, BaseID. Within the event handler, do this:

- 1) Widget_Control, BaseID, Update = 0 ; makes things less jumpy
- 2) Create new widget base with all the buttons you want, and with the parent BaseID
e.g.
subBase = Widget_Base(BaseID, column....)
buttonID = Widget_Button(subBase....)
- 3) Widget_Control, BaseID, Update = 1

If you are *replacing* one base with another, you'll need to destroy the old base:

1.5) Widget_Control, subBase, /Destroy

Is this what you wanted?

-Loren

Subject: Re: creating a widget inside an existing widget
Posted by [Juggernaut](#) on Fri, 10 Jul 2009 13:08:48 GMT
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On Jul 10, 1:18 am, "b.a" <u4565...@anu.edu.au> wrote:
> On Jul 10, 2:31 pm, David Fanning <n...@dfanning.com> wrote:
>
>
>
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> sensitive=1 in case of the event. I may try it!!
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> Cheers
> b.a

If you're willing to allocate the space needed in your main widget for all this business then MAP makes the widgets appear and reappear like magic...not really magic though...
Sensitive also works if you just don't want someone to have the ability to click the button.

Subject: Re: creating a widget inside an existing widget
Posted by [boshra afra](#) on Sun, 12 Jul 2009 23:51:28 GMT
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On Jul 10, 10:38 pm, Loren <ander...@bu.edu> wrote:
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> If you are *replacing* one base with another, you'll need to destroy
> the old base:
> 1.5) Widget_Control, subBase, /Destroy
>
> Is this what you wanted?
>
> -Loren

Hi Loren,

Thanks for your advice. I got it to work :)

Cheers
