
Subject: Hiding a widget

Posted by [Dale Gary](#) on Tue, 23 Dec 1997 08:00:00 GMT

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Greetings,

I was experimenting with the MAP keyword in widget programming and it did not do quite

what I wanted. Perhaps someone can tell me if there is a better way. I create a widget heirarchy,

then in response to a menu event I "hide" one of the widgets by using

WIDGET_CONTROL,widgetID,MAP=0

and the widget gratifyingly disappears. Unfortunately, I expected my dynamically sized base widget,

which holds the hidden widget, to now shrink but instead there is just a big gaping hole where the

hidden widget is. In other words, the sizing of the base widget still takes into account the hidden

widget.

What I want, I guess, is to remove the widget entirely from the

heirarchy, but I cannot find information

on how to do that. Does anyone have a simple technique short of rebuilding the entire heirarchy from

scratch?

Thanks,

Dale Gary

dgary@njit.edu
