

Python 3 - Tkinter PanedWindow

A PanedWindow is a container widget that may contain any number of panes, arranged horizontally or vertically.

Each pane contains one widget and each pair of panes is separated by a moveable (via mouse movements) sash. Moving a sash causes the widgets on either side of the sash to be resized.

Syntax

Here is the simple syntax to create this widget –

```
w = PanedWindow( master, option, ... )
```

Parameters

- master** – This represents the parent window.
- options** – Here is the list of most commonly used options for this widget. These options can be used as key-value pairs separated by commas.

14	sashwidth Default is 2.
15	showhandle No default value
16	width No default value.

Methods

PanedWindow objects have these methods –

Sr.No.	Method & Description
1	add(child, options) Adds a child window to the paned window.
2	get(startindex [,endindex]) This method returns a specific character or a range of text.
3	config(options) Modifies one or more widget options. If no options are given, the method returns a dictionary containing all current option values.

Example

Try the following example yourself. Here's how to create a 3-pane widget –

```
# !/usr/bin/python3
from tkinter import *

m1 = PanedWindow()
m1.pack(fill = BOTH, expand = 1)

left = Entry(m1, bd = 5)
m1.add(left)

m2 = PanedWindow(m1, orient = VERTICAL)
m1.add(m2)
```

Sr.No.	Option & Description
1	bg The color of the slider and arrowheads when the mouse is not over them.
2	bd The width of the 3-d borders around the entire perimeter of the trough, and also the width of the 3-d effects on the arrowheads and slider. Default is no border around the trough, and a 2-pixel border around the arrowheads and slider.
3	borderwidth Default is 2.
4	cursor The cursor that appears when the mouse is over the window.
5	handlepad Default is 8.
6	handlesize Default is 8.
9	height No default value.
10	orient Default is HORIZONTAL.
11	relief Default is FLAT.
12	sashcursor No default value.
13	sashrelief Default is RAISED.

```
top = Scale( m2, orient = HORIZONTAL)
m2.add(top)

bottom = Button(m2, text = "OK")
m2.add(bottom)

mainloop()
```

Result

When the above code is executed, it produces the following result –

