Brian Jackel (jackel@danlon.physics.uwo.ca) writes:

> Has anybody encountered a situation where IDL widgets grow
> larger everytime a DRAW_WIDGET is resized?
> I'm resizing the draw widget with a command like
>
>   WIDGET_CONTROL,info.drawID,XSIZE=nx,YSIZE=ny
>
> If I start off with nx=ny=64 and then change to 128 then
> the draw widget gets larger as expected. However, the
> entire widget also grows by about 4 pixels in each direction.
> Then changing the size back to 64x64 gives the correct
> draw widget, but the main base grows even more.

This may be the top-level base sizing bug that Kevin refers
to, but it might also be (alas!) programmer error. :-)

The "4 pixels in each direction" part makes me suspicious.
Sounds to me like what you want to be doing is resizing
your draw widget *canvas*, not the whole draw widget. I
would be using the keywords Draw_XSize and Draw_YSize on
the Widget_Control command above. Try that and see if it
helps.

Cheers,

David

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