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Subject: Resizing widgets

Posted by [eharold](#) on Mon, 26 Jul 1993 23:38:30 GMT

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I'm writing a widgets based application using IDL 3.0.0  
on a SparcStation with SunOS 4.1.3 and OpenWindows 3.

I can get an event of type 'WIDGET\_BASE' telling me that  
my base window has been resized. However once I get it what do I do  
with it? The window contains a right column of buttons and a left  
column with a draw widget and a scrolling text widget. The draw  
widget contains a 2-D plot. I'd like to resize the draw and text  
widgets to use the available space when the base window is resized.  
Is there a standard way to do this? Or even a hack?

The best I've come up with so far is to destroy and redraw  
all the subsidiary widgets when I get a WIDGET\_BASE event using the  
ev.x and ev.y fields to set the xsize and ysize for the widgets.  
However, even though I clear all events as soon as the redrawing is  
finished, I still seem to pick up several extra WIDGET\_BASE events  
which promptly cause destruction and recreation of all my widgets  
with various undesired effects, most notably the base widget being  
sized larger than the screen.

Does anyone know the "right" way to resize widgets to fit a  
given window? Or have some sample code that accomplishes this?  
I'd greatly appreciate any help that could be offered.

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