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Subject: Re: Conundrum

Posted by [Mike Schienle](#) on Tue, 26 May 1998 07:00:00 GMT

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J.D. Smith wrote:

> fine. My problem with widget fonts is, e.g. for  
display of formatted  
> text. Non-uniform spacing fonts are very rude. I  
should probably try  
> to implement things in a table widget or something,  
but what a lot of  
> overhead just to show some columns of data!  
>

What's wrong with setting the widget keyword  
font='\*fixed'? This seems to  
work forme on Windows, Mac, HPUX and SunOS.

-David Windt  
windt@bell-labs.com

Nothing is wrong with that under most conditions. I prefer to use  
proportional fonts for the majority of my widgets to make their  
appearance a little less forced. Also, you can make better use of screen  
real-estate with proportional fonts. For base widgets with just a few  
sub-widgets, this is probably not a big deal. I just checked two files  
out of nearly 150 files from a recent project. The two files had well  
over 100 Widget\_ or CW\_ calls in them. With that many widgets screen  
real-estate and precise location was an issue at times.

I spent some time working on cross-platform appearances for the above  
project and a couple others. I reworked a few of RSI's compound widgets  
(CW\_\*) to allow setting of fonts for titles, fields, labels, etc., as  
well as width of buttons to get a uniform appearance on multiple  
platforms. I also added in the ability to do widget tracking to the  
compound widgets to accommodate context-sensitive help.

I'm under the impression these type of things aren't very important or  
popular for most people, but I can add some pages to my web site at  
<http://ww2.sd.cybernex.net/~mgs/> to provide details if anyone is  
interested. Just let me know.

Regards,

Mike Schienle

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