Subject: WIDGET_BASE resizing problem
Posted by Hans-Martin v.Stockha on Tue, 04 Aug 1998 07:00:00 GMT

Hi,

is there a known maximum depth of a widget_base hierarchy up to wich
resizing of the innermost base is done correctly?
I found some funny and sometimes unpredictable behavior with dynamic
resizing of widget_bases after adding and deleting a control item to it.
Maybe, anybody can explain to me, why resizing will work for the first
three, but not for the fourth level in the following example:

```
; create a small widget hierarchy
  base = widget_base(/COLUMN)
  ob2 = WIDGET_BASE(base, /COLUMN)
  ob3 = WIDGET_BASE(ob2, /COLUMN)
  ob4 = WIDGET_BASE(ob3, /COLUMN)
  widget_control, base, /REALIZE

; add any control item on level 1
  a=widget_draw(base) &  widget_control,a,/destroy
; add any control item on level 2
  a=widget_draw(ob2) &  widget_control,a,/destroy
; add any control item on level 3
  a=widget_draw(ob3) &  widget_control,a,/destroy
; add any control item on level 4
; ==> base ob4 will not shrink back to its original size !!
  a=widget_draw(ob4) &  widget_control,a,/destroy
```

Within a more complex dialog, i.e. one with even deeper nestings,
resizing is correct up to the fifth level, but just in one single
base.

Thanks for any help,
Hans-Martin von Stockhausen.

PS: I am using IDL5.1 on Solaris/Sparc and NT4.0.