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Subject: Re: Moving Realized Widgets

Posted by [Allan Beihl](#) on Wed, 23 Dec 1998 08:00:00 GMT

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David Fanning wrote in message ...

> Allan Beihl (beihl@ti.com) writes:

>

>> Is there any way to force a widget to move once realized?

<\*snip\*>

> Still, you can't \*always\* move things

> on \*all\* window managers.

>

> The bottom line is to not get too hung up on where things

> are positioned. Users wielding mice often have ideas of

> their own that don't always correspond to your completely

> understandable aesthetic sense.

>

> Happy Holidays!

>

> David

>

In general I concur. Unfortunately this really throws a wrench into a project I have been working on (and off) for the couple of months. I have been writing a IDL "Foundations" Class library, similar in functionality to MFC on windows. While creating a collapsible list box container class, I came upon the need to move base widgets after they are realized. Bad news for me.

Thanks anyhoo,  
Allan

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