Subject: Re: Misc. Bugs & Problems
Posted by Steve Scheele on Thu, 25 Feb 1999 08:00:00 GMT
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I'll give it a try.

<menakkis@my-dejanews.com> wrote in message news:7b2mg7\$ua\$1@nnrp1.dejanews.com... > "Steve Scheele" <sscheele@scitor.com> wrote: >> Bug: Resizing a draw widget, flips vertical sliders up side down. >> >> Workaround: Pass an initial value to the slider - this workaround is >> apparently machine/OS dependent. It didn't work for me. > > I think I have a genuine workaround for NT. Using IDL 5.2 / WinNT, with a > widget that contains a menu, draw widget and vertical slider the full height > of the draw widget... I initially create the slider with: > sl=widget slider(b0,min=0L,max=10000L,val=10000L,/suppress,u val=2,/vert) When > handling the main widget's resize call, I find I have to do: > widget control,sl,set slider max=0L,set slider min=10000L The astute reader > will notice that the min and max are now the reverse of what was used in the > creation call, and that seems to balance out whatever happened to the poor > thing during the resize. (Well, on NT at least.) I think it keeps on > working too (i.e., for any further resizes). > Peter Mason > -----= Posted via Deja News, The Discussion Network ==-----> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own