
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 ==-----

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