
Subject: Re: widget_programming
Posted by [mgs](#) on Fri, 04 Jun 1999 07:00:00 GMT
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In article <3757BF62.5494763D@astro.estec.esa.nl>, Michael Werger
<mwerger@astro.estec.esa.nl> wrote:

> Dear all
>
> David and Richard wrote about cross-platform development of GUIs
> and the problems with this
>
> [... discussion simply cut ...]
>
> I simply gave up (was trying on Solaris and Windows95/98) - I
> got them by default pretty similar but never equal...
>
> I was doing some cross-platform development for Tcl/Tk too and
> had similar problems. There I developed simply a routine which
> reads a resource file where you can specify font sizes etc.
> I think this way might be a good way here too...? Even different
> users on the same platform have different preferences for
> colors and font sizes

I've been working sporadically on a way to handle this. I hard-coded something up a couple years ago called `OsInfo` that is not very useful. I've been working on a version that creates sliders, text widgets, etc. in the background, then stores the sizes in a structure. You can use the sizes as part of a `ButtonSize` calculation. Here's an idea, where `mMisc.mOsInfo.mBuffer.button` contains the number of pixels that a button takes up without text in it:

```
; the widget button group definition
wBGAAAC = CW_BGroup2(wBase, asResText, /Frame, /Row, $
  ButtonSize=mGeo.XSize / N_Elements(asResText) - $
  mMisc.mOsInfo.mBuffer.button, Font=mMisc.labelFont)
```

The idea was to use the `XSize` of a pre-existing base in the widget hierarchy to determine the `ButtonSize` of a `BGroup`. At the time, I was developing on a Mac with an SGI target. It worked, but it's not flexible enough. The `OsInfo` code on http://www.ivsoftware.com/IV_Code.html has the old incarnation of `OsInfo` if someone wants to use it for a starting point.

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